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Maplestar is a 2D artist known for creating short, medium-length and long character animations from video games and anime, such as Zelda, NieR, Final Fantasy, and more. His content mostly falls under the softcore/vanilla category. **####** Details - Artist: Maplestar - Censorship: No - Language: None - Resolution: 1080p - Files: 40 Animations, 38 GIFs, 7 MP4s - Length: Over 44 minutes - Genre: Installation - Last Edited: May 21, 2025 **####** Reactions and Comments Many fans appreciate Maplestar's work, with some expressing admiration for his talent. However, there are concerns about the cost of Patreon memberships and video quality issues. - Some have shared their own uploads of missing content from older updates. - A link to an updated collection can be found in the comments section. **####** Updates and Availability The original mega link has become unavailable, but some fans have uploaded their own versions of Maplestar's animations and other missing content. Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies. Yeah, it looks like a lot of content from last year and early this year is missing. I'm not sure what the plan is for that, but it's weird since some of his older work is still available. He just threw together a quick animation in 1080p/24fps, which isn't the highest quality. It looks pretty cute though! There might be a full version eventually if his patrons want it, but for now, it's just this little teaser. The main project he's working on right now is Zelda, and it's looking really good. The animation is almost done, and the coloring and cleaning are already finished. It'll probably come out in July. He's trying to say thanks to his patrons by sharing this little video, which you can find attached to this post. He also shared a 4K/48FPS version of the animation on Patreon, and it looks pretty cool! Given text here Looking forward to sharing some exciting updates with my patrons! Currently, I'm working on a massive archive of his work, but unfortunately, it's only available to those who support him through Patreon and Discord. However, I do have some updated clips for those interested - they include a sneak peek into the Zelda project. One update comes from Bro Ganondorf: "I'm so close to finishing this animation! The backgrounds and animation are done, but there are just a few remaining shots that need polishing. I appreciate your patience and support, as I'll be sharing this project with you all soon - it's going to be my biggest one yet!" Another update from Bro Ganondorf shares a new short clip from the Zelda animation, expressing his gratitude for continued support. He also hints at upcoming projects, promising more frequent uploads in the future. For those curious about the Zelda project, some updated clips are available, showcasing the animator's progress and excitement for the final result. Maplestar's animations are widely regarded as authentic, with the artist pouring effort into creating character-specific animations that bring depth to their personalities. This dedication has earned him a significant following, surpassing many established Japanese Hentai studios. The wholesome nature of his work sets it apart from more explicit content, making it appealing to fans seeking a unique experience. Many are drawn to Maplestar's style, which is reminiscent of classic anime and boasts a charm that rivals some notable Japanese studios. If it was already shared in the topic, I'm lazy and went ahead and made a download link of my own. here ya go: do you have his full archive? update on the 2 current Projects... Hey everyone, just wanted to make a quick update! Here's some progress screenshots from my Sono Bisque Doll (Dress up Darling) and Purah project! Progress is going well on both projects, but right now Sono Bisque Doll is the priority. I'd say it's about halfway done, mostly just cleaning up cuts now. The 3D environment has been set up, and I'm looking forward to showing you guys a colored preview soon. This is also the first time I've had two projects going concurrently at the same time, and it's thanks to you guys that I was able to make that work, so thank you very much! Attachments have been uploaded: c4243.mp4, c18.mp4, c19 (10-01).mp4, and c35 (10-01).mp4. Reactions from users Fapper Clown, LucasZero, LawrenceXHoro, and others were displayed in a post. Some users are looking for the kokoborohen Marin kitagawa part 2 and collection thread but have been informed that these haven't been officially released yet. They will be available on Patreon in early access, where they can only be viewed, and not downloaded. The creator of the content has shared their quote from a previous post to clarify this information. A user commented about "l3eks" and the potential for comers looking to pay for explicit content. Another user mentioned that OF is still in business due to this reason. On page 8, it's announced that the Sono Bisque Doll animation has been completed and is available for viewing. Additionally, a sequel called PURAH is set to release later this month, providing a double feature treat for those who have been patient. The creator expresses gratitude for their support and allows them to animate content for the community. A user expressed disappointment with the quality of the animation, stating that it's poorly made, heavy, and has low FPS. They questioned the creator about not knowing how to use OBS Studio properly, to which the creator responded by suggesting they delete the content if they don't like it. The creator also mentioned that they paid for the software and are sharing it for free. Reactions from users continued with some expressing gratitude for the content while others were more critical of its quality. Looking back at my first Sono bisque doll animation, I've come a long way and wanted to showcase my growth. I recommend watching the old animation alongside this one to appreciate the progress I've made since then. Additionally, the Purah sequel will be released later this month, so fans who have been patient are in for a treat! I'm excited to share it with you all. The latest reaction highlights some valid points - while the animation is authentic and well-made, many viewers feel that the focus on non-sex scenes takes away from the main content. It's interesting to consider how more time and effort could be put into actual sex scenes. Reactions also echo this sentiment, stating that one watches the animation primarily for its sex scenes. However, I forgive this since Purah is one of the best in terms of original quality 'parody' animations. The animator has finished working on the Purah animation, which will be released on January 4th. In the meantime, some exclusive shots have been rendered out for fans to enjoy. Looking forward to seeing both projects finished soon, this one and the Bisque Doll Project have been going on at the same time. I've also been working on Nobara project so that you guys can see some progress when it is ready. Thanks for all your support! Check out the teasers in comments what do you think of them. Hope everyone had a good Christmas and Happy New Year!! Its out now we need a hero. Sometimes I wonder why people do this... As a Patron, I know new video is out, but also have life outside Forum, gotta work to pay for things you guys get for free. Lets move on from that though. Muchas gracias a todos por su apoyo, de verdad que no podría seguir adelante sin cada uno de ustedes! Ahora voy a descansar un rato... Lamento las videos tienen artefactos de compresión ridículos y mucho bloqueo. Parecen haber sido re-encoding en VP9 con las peores configuraciones. Es muy común que los vids de este canal estén super comprimidos ¿Son estas videos del fuente oficial? Tienen artefactos de compresión ridículos y mucha saturación. Esperen a ver los vids de Desto (ParodieParadise) son literalmente todos como 360p~480p desde la era de principios de 2000... Opinión impopular: me parece que la falta de manipulación de senos en las animaciones de Maplestar es un poco desencantador. Para mi, eso hace que los escenas sexuales sean mucho más calientes. Espero que agregue ese detalle a sus futuras animaciones. La totalidad del tiempo estaba esperando a que los vids de Yor o Marin tuvieran contenido explícito con tetas, pero ambas veces me decepcionó. Reacciones: Devilman76, shimekops, Reyas y 2 otros Opinión impopular: me parece que la falta de manipulación de senos en las animaciones de Maplestar es un poco desencantador. Para mi, eso hace que los escenas sexuales sean mucho más calientes. Espero que agregue ese detalle a sus futuras animaciones. La mayoría de artistas deberían agregar variedad a cada escena que lanzan. Algunos tienen contenido increíble pero muchos se ven monótonos o reutilizados. Sus animaciones son sin duda top de la línea en el campo 2D, y todos tenemos mucho respeto por su trabajo. Si alguna vez agregara contenido explícito estaría genial, pero no es algo obligatorio. Es más sobre expresar nuestras opiniones tranquilamente que hacer una discusión o conflicto. Maplestar tiene todo el derecho de decidir cómo hacer sus animaciones sin ninguna obligación de agregar contenido explícito a pedido de la gente. Given article text here do whatever he wants, he doesn't owe us anything, etc. All very accurate and fair points. I agree. P/S: Tits sucking + Boobs groping/ Asses groping combos are extra hot, and if Maplestar does add those spicy stuffs to his future animations, then for me, that would be the biggest blessing from the Lord himself ever that I'd greatly appreciate to see. And if he doesn't, I don't think there is anything wrong with that either. Thanks for coming to my TEDx talk! I've got some awesome updates for ya! VA's for Nobara are comin' in this week, and I snuck in that Fern x Stark collab you all wanted, sneak peak gon' on! Backgrounds gettin' done this week too for JJK, and composin' is startin' to come together! Can't thank ya enough for the support, let me know what you think in the comments! I had a blast animating these two characters, they've got a hilarious dynamic so it was awesome to take things lightly with this one! Now that it's done, I can focus more on my other projects. Because of this, the next videos shouldn't have as big of a delay since I've been working on them at the same time. Here's hoping I don't run into too many delays, I've gotten way better at organizing and it's made a huge difference. Anyway, I hope you're all doing well and that you enjoy the video! Let me know what you think in the comments! Bye for now! Ps. It's cool that people are sharing content but could ya'll at least not post official links? Just mirror them instead... Enjoy! Given article text here **Reactions to JJK Sequel Announcement** Supporters of JJK had expressed their desire for a sequel, with many leaving comments requesting its creation. The creator confirmed that they already had a planned sequel prepared when working on the first half. A recent poll suggested Aqua as the winner, and both the main and short animations are being worked on concurrently. **Criticism of JJK's Sex Scenes** Maplestar, the creator, faced criticism for the relatively mild sex scenes in their previous animation. Some fans demanded more explicit content, feeling that it was too tame compared to other animated series. The criticism sparked a debate about the balance between explicitness and quality, with some arguing that Maplestar should take on more projects without compromising the animation. Given text: anyone know of an artist that is similar to this? The Marin, Chainsaw Man and the 2B x 9S animations were so good! He's not even nearly that good, Maplestar's animations have characters not only looking like these from anime itself but sounding also really like the real one's. Kokoboro animation isn't that good and he usually uses English VA which sounds horrible in my opinion. The May update has been released, but some people didn't check the previous post, which can be frustrating for those who were asking about something that was already discussed. The artist posted a message late last night without rechecking what he had written, so it's best to "chill out." Here is the actual post: May Update Hey everyone! Here's an update for May: Everything is going pretty well! Progress is moving faster than usual on all projects. Some highlights include: * Konosuba rough animation is complete and needs to be cleaned up. * The Konosuba or JJK2 project is expected to come out in June. * Other projects are making good progress, but the artist's attention is split between them. Let me know what your favorite shots from these are in the comments! I hope you're all doing well, thank you so much for your support! Many people are amazed by the artist's productivity, considering they handle multiple 2D animation projects simultaneously. Normally, this would be an impressive feat, but the way Maplestar works is even more exceptional, with detailed lineart preview images that resemble how real Japanese animators draw. However, some speculate about the artist's nationality and potential collaboration with others. It's clear that Maplestar has a significant amount of work to do, and their output is undeniable. Additionally, there's a request for re-rendering a video from 2022 due to its poor quality. I'm still looking for high-quality GIFs from my Patreon, but the ones I found are low-res. Is there a way to upload them again? I'm sorry if it seems like no one is listening to requests on Discord, as Maplestar has thousands of subscribers and only votes have power. It's not fair to expect him to make personal videos for each fan. Ugh, every time I come back to this thread, I'm greeted by some newbie account spewing out nonsense like "e" or "womp womp"... Does this website have a feature to only get notified about important posts sharing new content from Maplestar in this thread? For the love of God if I ever come back here and see that crap again... Apparently, there's an option to 'ignore' specific users so you won't get notifications from them. Does this site have a feature to filter out unimportant notifications about rare posts with new contents from Maplestar in this thread? For the love of God if I ever come back here and see some newbie account posting something like "e" or "womp womp"... Can we just shut that person up already? This problem has been going on forever, and I've had conversations with others about how mods should ban these people because they don't even read previous pages and spam, but it's all for nothing since no one seems to care here. These idiots will keep spamming anyway, so... yeah. Anyway, I'm still at work and won't be home for a few hours... If nobody has uploaded anything new by then, I'll post the new release... Just be patient, okay? Thanks in advance for helping us out! Have a good day at work! Has anyone uploaded a new version yet? I'm not sure if that's the full version or just something they found: Apparently, He said that Konosuba animation will be shorter and JJK2 is going to be longer. Here you go, impatient people... KONOSUBA IS COMPLETE!! + July Update Hello everyone! Konosuba Short is complete!!! Just one important thing: I want to apologize for the long delay in full animation releases. I've tried to give you sneak peeks into what I've been working on, but I wouldn't plan to make you wait this long for a full video. This video didn't take more than a month to make. I've been working on other things concurrently while waiting for music, and voice actors, and animators. Some things went outside my plans, and I had to make the order of release for Konosuba and JJK. I made the entire Konosuba animation while waiting for things to resolve in the JJK video. The good news is that I've made a lot of progress on other videos as well! You guys will be getting new content each month for the rest of the year. I learned my lesson about how to produce these videos, and have changed some things. There should be no delays (as far as I can see) for the remainder of the year. JJK ANIMATION SEQUEL IS PLANNED TO RELEASE AT THE END OF AUGUST!!! Animation is all done, just waiting for schedules to line up with voice actors... Everyone's very busy, so hopefully you all understand. MORE GOOD NEWS!!! Since I made such good progress on other videos, there will be plenty of new content coming your way each month for the rest of the year. Looking forward to the next comics and animations from MapleStar, who has announced plans to reopen polls for drawing requests every week. Super Busy patrons will be able to vote on which art is featured, while Lewd Spice Gods can suggest characters. The artist is aiming to create more cute and sexy content, considering their video production schedule. The artist apologizes for the post not being in the right thread and assures fans that a new illustration/comic poll # 1 is coming soon. It will be posted next week, with a new rule for handling polls - first and second place winners will be announced, taking into account the time needed to complete the artwork and collaborate with other artists. Additionally, an update on the Jujutsu video project has been shared, stating that voice acting and sound effects will be completed by the end of the month. The long-awaited JJK Animation #2 is finally complete. This sequel to the Jujutsu Kaisen series has been a labor of love, with four minutes of intense action between Itadori and Nobara, plus a special surprise at the end. The creator is thrilled to have finished this project, thanking fans for their patience and announcing that it was a great learning experience. They poured their heart and soul into adding passion and intimacy to the animation, and they hope fans will appreciate the effort. The next animation release will be Shield Hero, with a target release date of September's end. Additionally, comic illustrations are still in the works and will be posted as soon as possible. Fans are already expressing their excitement and gratitude, with some even planning to support the creator on Patreon. The finished project is a testament to the creator's dedication and hard work, and fans can't wait to see what's next. Hey everyone! Just upgraded all collections to 4K resolution: Pixel drain Upscaled and Interpolated (note that due to low frame animation, some minor artifacts might appear) and Pixel drain Compilations (currently only available for JJK part 2 in the future). Pixel drain's original resolution is surprisingly small, around less than 50MB. Some people were a bit shocked when they saw the compilation, saying it was like Maplestar had swapped with Yuji. Luckily, Maple actually watches JJK, so that wouldn't have been out of character for him. I don't watch or read JJK myself, but I'm curious about the show. Does anyone know if the main guy has teleport powers? I'm also wondering if there are similar artists like Maplestar who work in 2D style - it's definitely more visually appealing than generic 3D animations. By the way, does anyone have Totonito's videos or access to them? They recently created some really cool animations, including a Nami x Strawhats and Yor x Loid video. Maplestar is a talented 2D artist who creates short, medium-length, and long animation clips featuring characters from various video games and anime series. His work includes Zelda, NieR, Final Fantasy, Seishun Buta Yarou, Kanojo, Okarishimasu, Princess Connect, and more, with a focus on softcore/vanilla content. The artist's works are available in high-resolution formats, including 1080p files, and range from installation-style projects to animated GIFs. Some notable projects include Sono Bisque Doll, Purah, and KonoSuba, which showcase Maplestar's exceptional animation skills. His latest updates reveal progress on upcoming projects, with the Shield Hero series nearing completion. Fans can expect a release in late October, along with audio integration. The artist also shares previews for his current animations, which will be posted soon. For those interested in similar artists, kevcrexx and aaron are recommended. Their work features a mix of animation styles and content. I'm thrilled to share some updates on my latest projects! With only 9 cuts left for DXD and 24 for Frieren, I'm confident that these animations are going to look amazing. As the longest project I've worked on so far, I'm especially excited for everyone to see all the hard work put into it. We're still on track to release Shield Hero before the end of the year, and I'm really proud of how it's shaping up. A huge thank you to everyone who has supported me throughout this journey. Your encouragement means a lot to me. I'm looking forward to sharing more updates in the coming weeks, so stay tuned! It seems like many artists are still waiting for their content to be processed on Gumroad, but some gaps in the system have been filled since its importer broke down. On a more positive note, Maplestar has announced that the new Shield Hero video is ready and will be released at the end of this month, coinciding with Halloween. The community is excitedly awaiting the release. However, it appears that not everyone is happy with the current state of affairs on Gumroad. A few users are experiencing some issues, but others seem to be enjoying the delay in releases as they get more time to appreciate the content when it finally drops. Some fans are even speculating about a possible Russian voice acting addition to future videos. Maplestar has recently released a new Shield Hero video, and from the reactions, it seems like the community is loving it. The animation was a bit longer than usual, and Maplestar put in a lot of work to ensure its quality. In fact, they even experimented with some new techniques during post-production, which added a nice touch. The Frieren Project and DXD are also progressing well, with an estimated release date for the former being December and for the latter being early January. The community is excitedly looking forward to these releases as well. While many fans are enjoying the content, some have expressed their disappointment with the latest Shield Hero video, citing it as a letdown compared to previous animations. However, they do acknowledge that Maplestar is working on multiple projects at once and have every right to be busy. The video that came out recently had some people feeling kinda left out. Just my personal opinion though. I'm really grateful for the awesome animations we get to enjoy for free already. Can't wait for the Rias and Fern videos! Some of you guys were lucky since I was still at home when it dropped... You pervs got off easy, lol. Check out the attachment View attachment 4203815 Hey everyone! Raphitalia's getting all sweaty...bathing? Shield Hero 3 is finally done! Thanks for being patient, guys! I put a lot of work into this one and had a blast doing it. I learned some new things in post-production that were super fun, especially with the lights going through the trees! After two shorter Shield Hero vids, I'm stoked to have made something a bit longer. It's been a while since the last one, so it was cool to experiment with different shots and see how far I've come. As for DXD and Frieren projects, they're moving along nicely! I think I'll release Frieren in December and DXD in early January. Let me know what you guys think! PX 1 Our hero Reactions: chopee and Kinzif Page 24 Here's your vid, fellas... You pervs got lucky since I was still at home when it dropped... View attachment 4203815 Hey everyone! Raphitalia works up a sweat...bathing? At long last, Shield Hero 3 is finally finished! Thanks for everyone being patient on this! I put quite a bit of work in to this one and had a lot of fun doing so. There were some things that I learned in post production that were really fun, especially with the light shapes going through the trees! After two shorter Shield Hero animations, I'm glad I was finally able to bring you guys an animation that was a bit longer. It's been a long time since the last one I did and I'd like to think I've gotten a lot better since then so it was really fun to experiment with the look of all the shots! As for the DxD and Frieren projects, they are going pretty well! I think I should be able release the Frieren Project in December and DXD in early January! Let me know what you think in the comments! PX 1 hero Reactions: TrylerTheTailor!, Unknownghost123, youngz186 and 1 other person Is it forbidden for a slave to jerk off? What kind of idiotic challenge is this? I jerk off how I want and when I want. But somehow, it's quite fun to restrain a bit and the feeling of anticipation will make the next ones more fulfilling! Reactions: Kri\$Are\$ Page 25 Can someone share that latest poll update for us? Thanks for sharing hey, can you help me with something? so i have topaz Ai running on 4fps on upscale and even slower with frame interpolation, tested with CPU i5-13600k - 32gb ram - and every single one of these (Rx 580 - Rx 6800 - Rx 6900xt - Rx 13900tx - Rtx 4070ti - Rtx 4080) and yet none of these are running above 4 fps on upscaling, they start from 12fps but gradually drop to 4fps, both win 10 and 11, high performance power options and with Hardware Acceleration On and Off **Topaz AI Performance Issues and CPU Temperatures** I'm experiencing poor performance with Topaz AI on my gaming rigs. Even with high-end GPUs like the RX 580, RX 6900, and RX 7900 XTX, I only get 4 FPS on upscaling, despite trying different systems, including my i5-13600K CPU and 32GB RAM. The GPU hotspot often reaches 98C, which is extremely hot. Additionally, a weird noise emanates from the GPU whenever I run Topaz AI. Unfortunately, this has caused one of my RX 580 GPUs to die during testing. My 3080 TI also experiences similar issues, with frame rates dropping to 4-5 FPS or even lower. I suspect that Topaz AI might not be optimized for CGI/2D animation, but I'm open to being proven wrong. To mitigate high temperatures, I've tried undervolting and reducing power consumption to 85% in MSI Afterburner. However, this sometimes causes errors with Topaz AI, which can tolerate a slight increase in power draw from 320 ± to 260 ±. **Other Discussion Topics** * demplimer mentioned the Shield Hero anime series, asking about the number of episodes. * hungryforcake appreciated the clarification on the Shield Hero labels. * DrivanR1314 was surprised by the discovery of 2D lewd fan animation. * The artist shared an update on their projects, including new work in progress previews for DXD and Frieren. A lost link to the first episode of Spice and Wolf, where Saya Kisaragi sits on a mysterious object. Are there any recent updates on Gojo Wakana and Kitagawa Marin's character, Maplestar?