

Animation Study Japanese Edition (Download Only)

Mamoru Hosoda

Anime Explosion! Patrick Drazen.2014-01-10 An excellent reference work on the subject.—Library Journal (starred review) For fans, culture watchers, and perplexed outsiders, this expanded edition offers an engaging tour of the anime megaverse, from older artistic traditions to the works of modern creators like Hayao Miyazaki, Katsuhiro Otomo, Satoshi Kon, and CLAMP. Examined are all of anime's major themes, styles, and conventions, plus the familiar tropes of giant robots, samurai, furry beasts, high school heroines, and gay/girl/fanboy love. Concluding are fifteen essays on favorite anime, including Evangelion, Escaflowne, Sailor Moon, Patlabor, and Fullmetal Alchemist. Patrick Drazen is an anime historian who lives in Bloomington-Normal, Illinois.

Anime's Media Mix Marc Steinberg.2012 Untangles the web of commodity, capitalism, and art that is anime

The Anime Ecology Thomas Lamarre.2018-03-13 A major work destined to change how scholars and students look at television and animation With the release of author Thomas Lamarre's field-defining study *The Anime Machine*, critics established Lamarre as a leading voice in the field of Japanese animation. He now returns with *The Anime Ecology*, broadening his insights to give a complete account of anime's relationship to television while placing it within important historical and global frameworks. Lamarre takes advantage of the overlaps between television, anime, and new media—from console games and video to iOS games and streaming—to show how animation helps us think through television in the contemporary moment. He offers remarkable close readings of individual anime while demonstrating how infrastructures and platforms have transformed anime into emergent media (such as social media and transmedia) and launched it worldwide. Thoughtful, thorough illustrations plus exhaustive research and an impressive scope make *The Anime Ecology* at once an essential reference book, a valuable resource for scholars, and a foundational textbook for students.

Japanese Animation in Asia Marco Pellitteri,Wong Heung-wah.2021-09-28 Anime is a quintessentially Japanese form of animation consisting of both hand drawn and computer-generated imagery, and is often characterised by colourful graphics, vibrant characters, and fantastical themes. As an increasingly globalising expression of popular art and entertainment, and distributed through cinema, television, and over the internet, anime series and films have an enormous following, not only in Japan but also in Asia. This book provides a comprehensive survey of the historical development, industrial structure, and technical features of Japanese animation and of the overall dynamics of its globalisation in key contexts of the Asian region.

Specific chapters cover anime's production logics, its features as an 'emotion industry', and the involvement of a range of Asian countries in the production, consumption, and cultural impact of Japanese animation.

The Anime Encyclopedia, 3rd Revised Edition Jonathan Clements, Helen McCarthy. 2015-02-09 Impressive, exhaustive, labyrinthine, and obsessive—The Anime Encyclopedia is an astonishing piece of work.—Neil Gaiman Over one thousand new entries . . . over four thousand updates . . . over one million words. . . This third edition of the landmark reference work has six additional years of information on Japanese animation, its practitioners and products, plus incisive thematic entries on anime history and culture. With credits, links, cross-references, and content advisories for parents and libraries. Jonathan Clements has been an editor of Manga Max and a contributing editor of Newtype USA. Helen McCarthy was founding editor of Anime UK and editor of Manga Mania.

The Works of Hayao Miyazaki Gael Berton. 2020-09-02 Through this study of Hayao Miyazaki's universe, discover the major influence of the Japanese animation master, whose works have marked Japanese animation and the world of cinema. Through his creativity, technical wizardry and talent for storytelling, Hayao Miyazaki has left an indelible mark on Japanese animation and world cinema. The animation master has been able to create magical worlds for a children's story or a darker tale. But he has also known how to cast a cynical and innocent look on a world and its societies undergoing great changes and facing grim futures. And yet, his work is often reduced, firstly, to his handful of feature-length movies created under the auspices of Studio Ghibli, but also to a superficial view due to cultural elements that are extremely difficult to grasp for anyone outside of Japan. This work, which explains biographical elements and presents Studio Ghibli and the master's entourage, will give you a detailed analysis of Hayao Miyazaki's works, decrypting their themes and offering transversal keys to their understanding. This book will offer you a detailed analysis of Hayao Miyazaki's works, enriched with explanations on biographical aspects. The book will also provide you with reading keys that will allow you to better understand the specifically Japanese cultural elements present in the works.

Animation in Asia and the Pacific John A. Lent. 2001 Animation has had a global renaissance during the 1990s, and nowhere is this more evident than in Asia. With the exception of China and Japan, most Asian nations are relatively new to this art form. Over the last decade, countries such as Taiwan, South Korea, the Philippines, and Thailand, as well as China, have acted as major offshore production plants for North American and European studios. One of the spurs for this increase in activity has been the global growth of terrestrial, cable, satellite, and video systems, all demanding large menus of programming, including animation. A second spur has been the exceptional popularity that Japanese animé has enjoyed across Asia, Europe, and the United States. Despite these developments, there has not been corresponding growth of a serious literature covering industrial and aesthetic issues about Asian animation, and the small amount of work that has been produced has not been published in English. Animation in Asia and the Pacific provides the first continent-wide analysis,

delving into issues of production, distribution, exhibition, aesthetics, and regulation in this burgeoning field. Animation in Asia and the Pacific also offers vignettes of the fascinating experiences of a group of animation pioneers. The historical and contemporary perspectives derive from interviews, textual analysis, archival research, and participation/observation data.

[A Study of Japanese Animation as Translation](#) Reito Adachi.2012 Despite the growing popularity and influence of Japanese animation in America and other parts of the world, the importance of anime studies as audio-visual translation has not been well-recognized academically. In order to throw new light on this problem, the author attempts to clarify distinctive characteristics of English dubs of Japanese animated films between the 1980s and the 2000s, including Hayao Miyazaki's, in descriptive ways: through a corpus-based statistical analysis of vocabulary and a qualitative case study approach to the multimodal text from a synchronic and diachronic point of view. Discussing how translation norms have changed on the spectrum from target-oriented to source-oriented, the author carefully examines what kind of shift occurred to translations of Japanese animation around the turn of the 21st century. Whereas the pre-2000 translations tend to give preference to linguistic persuasion (i.e., a preference for expository dialogue that sounds natural to the American audiences), the post-2000 translations attach higher priority to achieving dynamic equivalence of the multimodal situations as a whole. The translation of anime has been rapidly increasing its rich diversity these few decades, opening up new possibilities and directions for translating its unique visual and iconic language.

Anime Studies José Andrés Santiago Iglesias, Ana Soler Baena.2021-12-09 Taking Neon Genesis Evangelion (1995) as its central case, Anime Studies is an edited volume aims at advancing the study of anime by focusing on its aesthetic properties, (sub)cultural affordances and situated discourses.

Frames of Anime Tze-Yue G. Hu.2010-04-01 Frames of Anime provides a wonderfully concise and insightful historical overview of Japanese animation; more importantly, Tze-yue G. Hu also gives the reader a much-needed frame of reference--- cultural and historical --- for understanding its development. - Harvey Deneroff, Savannah College of Art and Design, Atlanta, Georgia This is a valuable study that transcends most of its predecessors by situating Japanese anime in its cultural context and providing detailed insight into the lives and works of some of Japan's most prominent animators and their struggles to establish it as a legitimate form of cinema and television media. Its authorship by an Asian scholar also conversant with Chinese and Southeast Asian cinema and comic book culture gives it a unique comparative character.-John Clammer, United Nations University Japanese anime has long fascinated the world, and its mythical heroes and dazzling colors increasingly influence popular culture genres in the West. Tze-yue G. Hu analyzes the language-medium of this remarkable expressive platform and its many socio-cultural dimensions from a distinctly Asian frame of reference, tracing its layers of concentric radiation from Japan throughout Asia. Her work, rooted in archival investigations, interviews with animators and producers in Japan as well as other Asian animation studios, and interdisciplinary research in linguistics and performance theory, shows

how dialectical aspects of anime are linked to Japan's unique experience of modernity and its cultural associations in Asia, including its reliance on low-wage outsourcing. Her study also provides English readers with insights on numerous Japanese secondary sources, as well as a number of original illustrations offered by animators and producers she interviewed.

Japanese Media Cultures in Japan and Abroad: Transnational Consumption of Manga, Anime, and Media-Mixes Manuel Hernández-Pérez.2019-06-24 In the last few decades, Japanese popular culture productions have been consolidated as one of the most influential and profitable global industries. As a creative industry, Japanese Media-Mixes generate multimillion-dollar revenues, being a product of international synergies and the natural appeal of the characters and stories. The transnationalization of investment capital, diversification of themes and (sub)genres, underlying threat in the proliferation of illegal audiences, development of internet streaming technologies, and other new transformations in media-mix-based production models make the study of these products even more relevant today. In this way, manga (Japanese comics), anime (Japanese animation), and video games are not necessarily products designed for the national market. More than ever, it is necessary to reconcile national and transnational positions for the study of this cultural production. The present volume includes contributions aligned to the analysis of Japanese popular culture flow from many perspectives (cultural studies, film, comic studies, sociology, etc.), although we have emphasized the relationships between manga, anime, and international audiences. The selected works include the following topics: • Studies on audiences—national and transnational case studies; • Fandom production and Otaku culture; • Cross-media and transmedia perspectives; • Theoretical perspectives on manga, anime, and media-mixes.

[Learning Japanese So I Can Watch Anime Without Subtitles](#) Funny Notebooks.2019-11-06 Still searching for Japanese Language Learning Anime t-shirts? Looking to add a bit of personality to your casual look? Make a statement while maintaining a laid-back cool look with this Learning Japanese So I Can Watch Anime Without Subtitles It t-shirt. Awesome for adults, men, women, kids, boys and girls. A great gift for christmas, a birthday, an anniversary, or any other present occasion. Get this present for the special anime lover in your life.

Japanese Animation Chris Robinson.2010 While visiting Japan, animation writer Chris Robinson gets lost. As he drifts through Tokyo, Hiroshima, and Kyoto he happens upon a number of mysterious figures including Bob Dylan, Haruki Murakami, Sumo wrestlers, Big Bird and, by good chance, many famous Japanese animators—both living and dead. Each of these characters takes Robinson into a deep, dark, mysterious world of Japanese animation that does not include Godzilla, Akira, Anime, Manga, or Hasao Miyazaki. This inventive and unusual study rewrites the history of Japanese animation looking at the work of Atsushi Wada, Taku Furukawa, Renzo and Sayoko Kinoshita, Maya Yonesho, and many more.

Anime! Helen McCarthy.1993

[Summer Wars](#) Mamoru Hosoda.2013-07-09 Directed by Mamoru Hosoda (The Girl Who Leapt Through Time), and

brought to life by renowned animation studio MADHOUSE, Summer Wars is the story of an ordinary family going to extraordinary lengths to avert the impending cyber apocalypse! The Summer Wars: Material Book gives a detailed, behind-the-scenes look at the development artwork that went into this award-winning film. Inside you'll find character profiles, background designs, rough sketches, and an exclusive interview with the film's director.

Animation in China Sean Macdonald.2015-11-06 By the turn of the 21st century, animation production has grown to thousands of hours a year in the People's Republic of China (PRC). Despite this, and unlike American blockbuster productions and the diverse genres of Japanese anime, much animation from the PRC remains relatively unknown. This book is an historical and theoretical study of animation in the PRC. Although the Wan Brothers produced the first feature length animated film in 1941, the industry as we know it today truly began in the 1950s at the Shanghai Animation Film Studio (SAFS), which remained the sole animation studio until the 1980s. Considering animation in China as a convergence of the institutions of education, fine arts, literature, popular culture, and film, the book takes comparative approaches that link SAFS animation to contemporary cultural production including American and Japanese animation, Pop Art, and mass media theory. Through readings of classic films such as Princess Iron Fan, Uproar in Heaven, Princess Peacock, and Nezha Conquers the Dragon King, this study represents a revisionist history of animation in the PRC as a form of postmodernism with Chinese characteristics. As a theoretical exploration of animation in the People's Republic of China, this book will appeal greatly to students and scholars of animation, film studies, Chinese studies, cultural studies, political and cultural theory.

Anime from Akira to Howl's Moving Castle Susan J. Napier.2016-03-29 This new edition of the groundbreaking popular book is a must-have for both seasoned and new fans of anime. Japanese animation is more popular than ever following the 2002 Academy Award given to Hayao Miyazaki's Spirited Away. It confirmed that anime is more than just children's cartoons, often portraying important social and cultural themes. With new chapters on Spirited Away and other recent releases, including Howl's Moving Castle--Miyazaki's latest hit film, already breaking records in Japan--this edition will be the authoritative source on anime for an exploding market of viewers who want to know more.

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adults, men, women, kids, boys and girls. A great gift for christmas, a birthday, an anniversary, or any other present occasion. Get this present for the special anime lover in your life.

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Learning Japanese So I Can Watch Anime Without Subtitles Funny Notebooks.2019-07-15 Still searching for Japanese Language Learning Anime t-shirts? Looking to add a bit of personality to your casual look? Make a statement while maintaining a laid-back cool look with this Learning Japanese So I Can Watch Anime Without Subtitles It t-shirt. Awesome for adults, men, women, kids, boys and girls. A great gift for christmas, a birthday, an anniversary, or any other present occasion. Get this present for the special anime lover in your life.

Rediscovered Classics of Japanese Animation Maria Chiara Oltolini.2024-01-25 Rediscovered Classics of Japanese Animation is the first academic work to examine World Masterpiece Theater (Sekai Meisaku Gekijô, 1969-2009), which popularized the practice of adapting foreign children's books into long-running animated series and laid the groundwork for powerhouses like Studio Ghibli. World Masterpiece Theater (Sekai Meisaku Gekijô, 1969-2009) is a TV staple created by the Japanese studio Nippon Animation, which popularized the practice of adapting foreign children's books into long-running animated series. Once generally dismissed by critics, the series is now frequently investigated as a key early work of legendary animators Isao Takahata and Hayao Miyazaki. In the first book-length examination of the series, Maria Chiara Olitini analyzes cultural significance of World Masterpiece Theater, and the ways in which the series pioneered the importance of children's fiction for Japanese animation studios and laid the groundwork for powerhouses like Studio Ghibli. Adapting a novel for animation also means decoding (and re-coding) socio-cultural patterns embedded in a narrative. World Masterpiece Theater stands as a unique example of this linguistic, medial, and cultural hybridisation. Popular children's classics such as Little Women, Peter Pan, and Anne of Green Gables became the starting point of a full-fledged negotiation process in which Japanese animators retold a whole range of narratives that have one basic formula in common: archetypal stories with an educational purpose. In particular, the series played a role in shaping the pop culture image of a young girl (shôjo). Examining the series through the lens of animation studies as well as adaptation studies, Olitini sheds new light on this long-neglected staple of Japanese animation history.

Learning Japanese So I Can Watch Anime Without Subtitles Funny Notebooks.2019-06-21 Still searching for Japanese Language Learning Anime t-shirts? Looking to add a bit of personality to your casual look? Make a statement while

maintaining a laid-back cool look with this Learning Japanese So I Can Watch Anime Without Subtitles It t-shirt. Awesome for adults, men, women, kids, boys and girls. A great gift for christmas, a birthday, an anniversary, or any other present occasion. Get this present for the special anime lover in your life.

The Anime Machine Thomas Lamarre.2013-11-30 Despite the longevity of animation and its significance within the history of cinema, film theorists have focused on live-action motion pictures and largely ignored hand-drawn and computer-generated movies. Thomas Lamarre contends that the history, techniques, and complex visual language of animation, particularly Japanese animation, demands serious and sustained engagement, and in *The Anime Machine* he lays the foundation for a new critical theory for reading Japanese animation, showing how anime fundamentally differs from other visual media. *The Anime Machine* defines the visual characteristics of anime and the meanings generated by those specifically “animetic” effects—the multiplanar image, the distributive field of vision, exploded projection, modulation, and other techniques of character animation—through close analysis of major films and television series, studios, animators, and directors, as well as Japanese theories of animation. Lamarre first addresses the technology of anime: the cells on which the images are drawn, the animation stand at which the animator works, the layers of drawings in a frame, the techniques of drawing and blurring lines, how characters are made to move. He then examines foundational works of anime, including the films and television series of Miyazaki Hayao and Anno Hideaki, the multimedia art of Murakami Takashi, and CLAMP’s manga and anime adaptations, to illuminate the profound connections between animators, characters, spectators, and technology. Working at the intersection of the philosophy of technology and the history of thought, Lamarre explores how anime and its related media entail material orientations and demonstrates concretely how the “animetic machine” encourages a specific approach to thinking about technology and opens new ways for understanding our place in the technologized world around us.

Cinema Anime Steven T. Brown.2006-04-01 This collection charts the terrain of contemporary Japanese animation, one of the most explosive forms of visual culture to emerge at the crossroads of transnational cultural production in the last twenty-five years. The essays offer bold and insightful engagement with animé's concerns with gender identity, anxieties about body mutation and technological monstrosity, and apocalyptic fantasies of the end of history. The contributors dismantle the distinction between 'high' and 'low' culture and offer compelling arguments for the value and importance of the study of animé and popular culture as a key link in the translation from the local to the global.

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occasion. Get this present for the special anime lover in your life.

Japanese Animation Masao Yokota, Tze-yue G. Hu. 2013-08-01 Japanese Animation: East Asian Perspectives makes available for the first time to English readership a selection of viewpoints from media practitioners, designers, educators, and scholars working in the East Asian Pacific. This collection not only engages a multidisciplinary approach in understanding the subject of Japanese animation but also shows ways to research, teach, and more fully explore this multidimensional world. Presented in six sections, the translated essays cross-reference each other. The collection adopts a wide range of critical, historical, practical, and experimental approaches. This variety provides a creative and fascinating edge for both specialist and nonspecialist readers. Contributors' works share a common relevance, interest, and involvement despite their regional considerations and the different modes of analysis demonstrated. They form a composite of teaching and research ideas on Japanese animation.

Samurai from Outer Space Antonia Levi. 1996 Why are Westerners of all ages now so fascinated by Japanese animated films, movies made purely by Japanese animators for Japanese audiences? The U.S. audience for Japanese animation ranges from millions who don't even know that what they're watching is Japanese, to the growing anime cult, with anime fan clubs on almost every college campus, as well as anime fan magazines and social anime sections in video stores. In *Samurai from Outer Space*, Antonia Levi uncovers the hidden meaning of Japanese animation: the symbols and stories drawn from Shinto, Buddhism, and Japanese art - the things that Western viewers will overlook unless they are pointed out. With 20 color illustrations, *Samurai from Outer Space* is both an introduction for beginners and a goldmine of information for the already addicted.

The Anime Encyclopedia Jonathan Clements, Helen McCarthy. 2006 An encyclopedia of Japanese animation and comics made since 1917.

Animating the Spirited Tze-yue G. Hu, Masao Yokota, Gyongyi Horvath. 2020-01-27 Contributions by Graham Barton, Raz Greenberg, Gyongyi Horvath, Birgitta Hosea, Tze-yue G. Hu, Yin Ker, M. Javad Khajavi, Richard J. Leskosky, Yuk Lan Ng, Giryung Park, Eileen Anastasia Reynolds, Akiko Sugawa-Shimada, Koji Yamamura, Masao Yokota, and Millie Young Getting in touch with a spiritual side is a craving many are unable to express or voice, but readers and viewers seek out this desired connection to something greater through animation, cinema, anime, and art. *Animating the Spirited: Journeys and Transformations* includes a range of explorations of the meanings of the spirited and spiritual in the diverse, dynamic, and polarized creative environment of the twenty-first century. While animation is at the heart of the book, such related subjects as fine art, comics, children's literature, folklore, religion, and philosophy enrich the discoveries. These interdisciplinary discussions range from theory to practice, within the framework of an ever-changing media landscape. Working on different continents and coming from varying cultural backgrounds, these diverse scholars, artists, curators, and educators

demonstrate the insights of the spirited. Authors also size up new dimensions of mental health and related expressions of human living and interactions. While the book recognizes and acknowledges the particularities of the spirited across cultures, it also highlights its universality, demonstrating how it is being studied, researched, comprehended, expressed, and consumed in various parts of the world.

Hayao Miyazaki Raz Greenberg.2020-01-23 This book is available as open access through the Bloomsbury Open Access programme and is available on www.bloomsburycollections.com. Hayao Miyazaki's career in animation has made him famous as not only the greatest director of animated features in Japan, the man behind classics as *My Neighbour Totoro* (1988) and *Spirited Away* (2001), but also as one of the most influential animators in the world, providing inspiration for animators in Disney, Pixar, Aardman, and many other leading studios. However, the animated features directed by Miyazaki represent only a portion of his 50-year career. Hayao Miyazaki examines his earliest projects in detail, alongside the works of both Japanese and non-Japanese animators and comics artists that Miyazaki encountered throughout his early career, demonstrating how they all contributed to the familiar elements that made Miyazaki's own films respected and admired among both the Japanese and the global audience.

Anime from Akira to Princess Mononoke S. Napier.2001-05-03 With the popularity of Pokemon still far from waning, Japanese animation, known as anime to its fans, has a firm hold on American pop culture. However, anime is much more than children's cartoons. It runs the gamut from historical epics to sci-fi sexual thrillers. Often dismissed as fanciful entertainment, anime is actually quite adept at portraying important social and cultural issues like alienation, gender inequality, and teenage angst. This book investigates the ways that anime presents these issues in an in-depth and sophisticated manner, uncovering the identity conflicts, fears over rapid technological advancement, and other key themes present in much of Japanese animation.

Anime Jonathan Clements.2023-08-24 Japanese animation is at the nexus of an international multimedia industry worth over \$23.6 billion a year, linked to everything from manga to computer games, Pokémon and plushies. In this comprehensive guide, Jonathan Clements chronicles the production and reception history of the entire medium, from a handful of hobbyists in the 1910s to the Oscar-winning *Spirited Away* and beyond. Exploring the cultural and technological developments of the past century, Clements addresses how anime's history has been written by Japanese scholars, and covers previously neglected topics such as wartime instructional animation and work-for-hire for American clients. Founded on the testimonies of industry professionals, and drawing on a myriad of Japanese-language documents, memoirs and books, *Anime: A History* illuminates the anime business from the inside - investigating its innovators, its unsung heroes and its controversies. This new edition has been updated and revised throughout, with full colour illustrations and three new chapters on anime's fortunes among Chinese audiences and subcontractors, 21st century trends in 'otaku economics', and the huge

transformations brought about by the rise of global streaming technology.

The Anime Companion 2 Gilles Poitras.2005-06-01 Become an expert on cultural details commonly seen in Japanese animation, movies, comics and TV shows.

Anime and Its Roots in Early Japanese Monster Art Zília Papp.2010-02-01 Japanese anime plays a major role in modern popular visual culture and aesthetics, yet this is the first study which sets out to put today's anime in historical context by tracking the visual links between Edo- and Meiji- period painters and the post-war period animation and manga series 'Gegegeno Kitaro' by Mizuki Shigeru.

The Works of Hayao Miyazaki Gael Berton.2020-12 His poetic directing and universal themes, such as the importance of nature, have turned Hayao Miyazaki into one of the most respected artists on the movie and animation scene. Initially intended for Japan only, his works eventually reached the Western market. Spirited Away is one of the most successful animated movies worldwide. This book aims to explore the personality of this unusual author and his collaborators, and to decipher, movie by movie, the profound themes found throughout his entire work, which reveal the humanist nature of this essential filmmaker.

The Palgrave Handbook of Music and Sound in Japanese Animation Marco Pellitteri.2024-05-17 This handbook fills a substantial gap in the international academic literature on animation at large, on music studies, and on the aural dimensions of Japanese animation more specifically. It offers a unique contribution at the intersection between music and popular culture studies on the one hand, and research on Japanese animated productions (often called 'anime') as popular art forms and formats of entertainment, on the other. The book is designed as a reference work consisting of an organic sequence of theory-grounded essays on the development of music, sounds, and voices in Japanese animation for cinema and television since the 1930s. Each chapter deals with a phase of this history, focusing on composers and performers, films, series, and genres used in the soundtracks for animations made in Japan. The chapters also offer valuable interviews with prominent figures of music in Japanese animation, as well as chapter boxes clarifying specific aspects.

Japanese Animation in Asia Marco Pellitteri,Wong Heung-wah.2021-09-28 Anime is a quintessentially Japanese form of animation consisting of both hand drawn and computer-generated imagery, and is often characterised by colourful graphics, vibrant characters, and fantastical themes. As an increasingly globalising expression of popular art and entertainment, and distributed through cinema, television, and over the internet, anime series and films have an enormous following, not only in Japan but also in Asia. This book provides a comprehensive survey of the historical development, industrial structure, and technical features of Japanese animation and of the overall dynamics of its globalisation in key contexts of the Asian region. Specific chapters cover anime's production logics, its features as an 'emotion industry', and the involvement of a range of Asian countries in the production, consumption, and cultural impact of Japanese animation.

Anime Aesthetics Alistair D. Swale.2015-08-10 Japanese animation has been given fulsome academic commentary in recent years. However, there is arguably a need for a more philosophically consistent and theoretically integrated engagement. While this book covers the key thinkers of contemporary aesthetic theory, it aims to reground reflection on anime within the aesthetics of R.G. Collingwood.

A Sky Longing for Memories Makoto Shinkai.2015-06-30 A Sky Longing for Memories is a Makoto Shinkai fan's dream! Featuring art created by the beloved director, this full-color art book is packed with art from the many movies he directed for Studio CoMix Wave. The book is a 175 page LANDSCAPE FORMAT softcover, the majority of which are images, a rare treat in the realm of fanbooks. Inside you will find hundreds of backgrounds from from his award-winning works: 5 Centimeters per Second, The Place Promised in Our Early Days, Voices of a Distant Star, and a TV advertisement for the Mainichi Newspaper. In addition to the backgrounds, there is a section about the software and technique behind CoMix Wave's animation, which discuss the key features of the software the studio has developed to use at various stages of production. The English edition also comes with a lengthy interview with Mr. Shinkai and other key members of his studio.

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