

The Anime Ecology A Genealogy Of Television Anima

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The New Real - Jonathan E. Abel 2022-01-31
Unlocking a vital understanding of how literary studies and media studies overlap and are bound together A synthetic history of new media reception in modern and contemporary Japan, *The New Real* positions mimesis at the heart of the media concept.

Considering both mimicry and representation as the core functions of mediation and remediation, Jonathan E. Abel offers a new model for media studies while explaining the deep and ongoing imbrication of Japan in the history of new media. From stereoscopy in the late nineteenth century to emoji at the dawn of the

twenty-first, Abel presents a pioneering history of new media reception in Japan across the analog and digital divide. He argues that there are two realities created by new media: one marketed to us through advertising that proclaims better, faster, and higher-resolution connections to the real; and the other experienced by users whose daily lives and behaviors are subtly transformed by the presence and penetration of the content carried through new media. Intervening in contemporary conversations about virtuality, copyright, copycat violence, and social media, each chapter unfolds with a focus on a single medium or technology, including 3D photographs, the phonograph, television, videogames, and emoji. By highlighting the tendency of the mediated to copy the world and the world to copy the mediated, *The New Real* provides a new path for analysis of media, culture, and their function in the world.

Transported to Another

World - Stephen Reysen
2021-04-19

Anime/manga (Japanese animation and comics) have been increasing in popularity worldwide for decades. But despite being a global phenomenon, there's been surprisingly little psychological research formally studying its devoted fanbase. In this book we aim to do just that with an overview of nearly a decade of research by fan psychologists. Otaku and cosplayers, genre preferences, hentai, parasocial connections, motivation, personality, fandom, stigma, and well-being - this book looks at all of these topics through a psychological lens. Many of these findings are being presented for the first time, without the jargon and messy statistical analyses, but in plain language so it's accessible to all readers - fans and curious observers alike!

Anime's Identity - Stevie Suan
2021-11-09

A formal approach to anime rethinks globalization and transnationality under neoliberalism. Anime has

become synonymous with Japanese culture, but its global reach raises a perplexing question—what happens when anime is produced outside of Japan? Who actually makes anime, and how can this help us rethink notions of cultural production? In *Anime's Identity*, Stevie Suan examines how anime's recognizable media-form—no matter where it is produced—reflects the problematics of globalization. The result is an incisive look at not only anime but also the tensions of transnationality. Far from valorizing the individualistic "originality" so often touted in national creative industries, anime reveals an alternate type of creativity based in repetition and variation. In exploring this alternative creativity and its accompanying aesthetics, Suan examines anime from fresh angles, including considerations of how anime operates like a brand of media, the intricacies of anime production occurring across national borders, inquiries into the selfhood involved in

anime's character acting, and analyses of various anime works that present differing modes of transnationality. *Anime's Identity* deftly merges theories from media studies and performance studies, introducing innovative formal concepts that connect anime to questions of dislocation on a global scale, creating a transformative new lens for analyzing popular media. *Japanese Cinema Between Frames* - Laura Lee 2017-11-08 This book explores the rich complexity of Japan's film history by tracing how cinema has been continually reshaped through its dynamic engagement within a shifting media ecology. Focusing on techniques that draw attention to the interval between frames on the filmstrip, something that is generally obscured in narrative film, Lee uncovers a chief mechanism by which, from its earliest period, the medium has capitalized on its materiality to instantiate its contemporaneity. In doing so, cinema has bound itself tightly with adjacent visual forms such

as anime and manga to redefine itself across its history of interaction with new media, including television, video, and digital formats. Japanese Cinema Between Frames is a bold examination of Japanese film aesthetics that reframes the nation's cinema history, illuminating processes that have both contributed to the unique texture of Japanese films and yoked the nation's cinema to the global sphere of film history.

The Cambridge Companion to Modern Japanese Culture -

Yoshio Sugimoto 2009-04-14

This Companion provides a comprehensive overview of the influences that have shaped modern-day Japan. Spanning one and a half centuries from the Meiji Restoration in 1868 to the beginning of the twenty-first century, this volume covers topics such as technology, food, nationalism and rise of anime and manga in the visual arts. The Cambridge Companion to Modern Japanese Culture traces the cultural transformation that took place over the course of

the twentieth century, and paints a picture of a nation rich in cultural diversity. With contributions from some of the most prominent scholars in the field, The Cambridge Companion to Modern Japanese Culture is an authoritative introduction to this subject.

The Anime Ecology - Thomas Lamarre 2018

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Romance in Post-Socialist
Chinese Television - Huike Wen
2020-07-13

This book is about how the representations of romantic love in television reflect the change and the dilemma of the dominant values in post-socialist Chinese mainstream culture. These values mainly center on the impact of individualism, consumerism, capitalism, and neoliberalism, often referred to as western culture, on the perception of romantic love and self-realization in China. The book focuses on how romantic love, which plays a vital role in China's ideologically highly restricted social environment by empowering people with individual choice, change, and social mobility, must struggle and compromise with the reality, specifically the values and problems emerging in a transitional China. The book

also examines how the representation of romantic love celebrates ideals—individual freedom, passion, and gender equality—and promises changes based on individual diligence and talent while simultaneously obstructing the fulfillment of these ideals.
Animated Encounters - Daisy Yan Du 2019-02-28
China's role in the history of world animation has been trivialized or largely forgotten. In *Animated Encounters* Daisy Yan Du addresses this omission in her study of Chinese animation and its engagement with international forces during its formative period, the 1940s-1970s. She introduces readers to transnational movements in early Chinese animation, tracing the involvement of Japanese, Soviet, American, Taiwanese, and China's ethnic minorities, at socio-historical or representational levels, in animated filmmaking in China. Du argues that Chinese animation was international almost from its inception and that such border-crossing

exchanges helped make it “Chinese” and subsequently transform the history of world animation. She highlights animated encounters and entanglements to provide an alternative to current studies of the subject characterized by a preoccupation with essentialist ideas of “Chineseness” and further questions the long-held belief that the forty-year-period in question was a time of cultural isolationism for China due to constant wars and revolutions. China’s socialist era, known for the pervasiveness of its political propaganda and suppression of the arts, unexpectedly witnessed a golden age of animation. Socialist collectivism, reinforced by totalitarian politics and centralized state control, allowed Chinese animation to prosper and flourish artistically. In addition, the double marginality of animation—a minor art form for children—coupled with its disarming qualities and intrinsic malleability and mobility, granted animators

and producers the double power to play with politics and transgress ideological and geographical borders while surviving censorship, both at home and abroad. A captivating and enlightening history, *Animated Encounters* will attract scholars and students of world film and animation studies, children’s culture, and modern Chinese history.

Green Planets - Gerry Canavan
2014-04-15

Contemporary visions of the future have been shaped by hopes and fears about the effects of human technology and global capitalism on the natural world. In an era of climate change, mass extinction, and oil shortage, such visions have become increasingly catastrophic, even apocalyptic. Exploring the close relationship between science fiction, ecology, and environmentalism, the essays in *Green Planets* consider how science fiction writers have been working through this crisis. Beginning with H. G. Wells and passing through

major twentieth-century writers like Ursula K. Le Guin, Stanislaw Lem, and Thomas Disch to contemporary authors like Margaret Atwood, China Miéville, and Paolo Bacigalupi—as well as recent blockbuster films like *Avatar* and *District 9*—the essays in *Green Planets* consider the important place for science fiction in a culture that now seems to have a very uncertain future. The book includes an extended interview with Kim Stanley Robinson and an annotated list for further exploration of “ecological SF” and related works of fiction, nonfiction, films, television, comics, children’s cartoons, anime, video games, music, and more. Contributors include Christina Alt, Brent Bellamy, Sabine Höhler, Adeline Johns-Putra, Melody Jue, Rob Latham, Andrew Milner, Timothy Morton, Eric C. Otto, Michael Page, Christopher Palmer, Gib Prettyman, Elzette Steenkamp, Imre Szeman.

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.

Interpreting Anime - Christopher Bolton 2018-02-20

For students, fans, and scholars alike, this wide-ranging primer on anime employs a panoply of critical approaches Well-known through hit movies like *Spirited Away*, *Akira*, and *Ghost in the Shell*, anime has a long history

spanning a wide range of directors, genres, and styles. Christopher Bolton's *Interpreting Anime* is a thoughtful, carefully organized introduction to Japanese animation for anyone eager to see why this genre has remained a vital, adaptable art form for decades. *Interpreting Anime* is easily accessible and structured around individual films and a broad array of critical approaches. Each chapter centers on a different feature-length anime film, juxtaposing it with a particular medium—like literary fiction, classical Japanese theater, and contemporary stage drama—to reveal what is unique about anime's way of representing the world. This analysis is abetted by a suite of questions provoked by each film, along with Bolton's incisive responses. Throughout, *Interpreting Anime* applies multiple frames, such as queer theory, psychoanalysis, and theories of postmodernism, giving readers a thorough understanding of both the cultural underpinnings and

critical significance of each film. What emerges from the sweep of *Interpreting Anime* is Bolton's original, articulate case for what makes anime unique as a medium: how it at once engages profound social and political realities while also drawing attention to the very challenges of representing reality in animation's imaginative and compelling visual forms.

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.

Beautiful Fighting Girl - Sait Tamaki 2013-11-30

From *Cutie Honey* and *Sailor Moon* to *Nausicaä of the Valley of the Wind*, the worlds of Japanese anime and manga teem with prepubescent girls toting deadly weapons. Sometimes overtly sexual, always intensely cute, the beautiful fighting girl has been both hailed as a feminist icon and condemned as a symptom

of the objectification of young women in Japanese society. In *Beautiful Fighting Girl*, Saitō Tamaki offers a far more sophisticated and convincing interpretation of this alluring and capable figure. For Saitō, the beautiful fighting girl is a complex sexual fantasy that paradoxically lends reality to the fictional spaces she inhabits. As an object of desire for male otaku (obsessive fans of anime and manga), she saturates these worlds with meaning even as her fictional status demands her ceaseless proliferation and reproduction. Rejecting simplistic moralizing, Saitō understands the otaku's ability to eroticize and even fall in love with the beautiful fighting girl not as a sign of immaturity or maladaptation but as a result of a heightened sensitivity to the multiple layers of mediation and fictional context that constitute life in our hypermediated world—a logical outcome of the media they consume. Featuring extensive interviews with Japanese and American otaku, a comprehensive genealogy of

the beautiful fighting girl, and an analysis of the American outsider artist Henry Darger, whose baroque imagination Saitō sees as an important antecedent of otaku culture, *Beautiful Fighting Girl* was hugely influential when first published in Japan, and it remains a key text in the study of manga, anime, and otaku culture. Now available in English for the first time, this book will spark new debates about the role played by desire in the production and consumption of popular culture.

[From Truant to Anime Screenwriter: My Path to "Anohana" and "The Anthem of the Heart"](#) - Mari Okada

2018-05-04

Growing up in rural Chichibu, Mari Okada wanted nothing more than to leave her truant lifestyle behind to live in "the world outside." This screenwriter faces her own anxiety as she embraces her past through the words she screams on the page.

The Metabolist Imagination

- William O. Gardner

2020-04-14

Japan's postwar urban imagination through the Metabolism architecture movement and visionary science fiction authors The devastation of the Second World War gave rise to imaginations both utopian and apocalyptic. In Japan, a fascinating confluence of architects and science fiction writers took advantage of this space to begin remaking urban design. In *The Metabolist Imagination*, William O. Gardner explores the unique Metabolism movement, which allied with science fiction authors to foresee the global cities that would emerge in the postwar era. This first comparative study of postwar Japanese architecture and science fiction builds on the resurgence of interest in Metabolist architecture while establishing new directions for exploration. Gardner focuses on how these innovators created unique versions of shared concepts—including futurity, megastructures, capsules, and

cybercities—making lasting contributions that resonate with contemporary conversations around cyberpunk, climate change, anime, and more. The *Metabolist Imagination* features original documentation of collaborations between giants of postwar Japanese art and architecture, such as the landmark 1970 Osaka Expo. It also provides the most sustained English-language discussion to date of the work of Komatsu Sakyō, considered one of the “big three” authors of postwar Japanese science fiction. These studies are underscored by Gardner’s insightful approach—treating architecture as a form of speculative fiction while positioning science fiction as an intervention into urban design—making it a necessary read for today’s visionaries.

The Velvet Prison - Miklós Haraszti 1989

The Platform Economy - Marc Steinberg 2019-02-26
Offering a deeper

understanding of today’s internet media and the management theory behind it. Platforms are everywhere. From social media to chat, streaming, credit cards, and even bookstores, it seems like almost everything can be described as a platform. In *The Platform Economy*, Marc Steinberg argues that the “platformization” of capitalism has transformed everything, and it is imperative that we have a historically precise, robust understanding of this widespread concept. Taking Japan as the key site for global platformization, Steinberg delves into that nation’s unique technological and managerial trajectory, in the process systematically examining every facet of the elusive word platform. Among the untold stories revealed here is that of the 1999 iPhone precursor, the i-mode: the world’s first widespread mobile internet platform, which became a blueprint for Apple and Google’s later dominance of the mobile market. Steinberg also charts the rise of social

gaming giants GREE and Mobage, chat tools KakaoTalk, WeChat, and LINE, and video streaming site Niconico Video, as well as the development of platform theory in Japan, as part of a wider transformation of managerial theory to account for platforms as mediators of cultural life. Analyzing platforms' immense impact on contemporary media such as video streaming, music, and gaming, *The Platform Economy* fills in neglected parts of the platform story. In narrating the rise and fall of Japanese platforms, and the enduring legacy of Japanese platform theory, this book sheds light on contemporary tech titans like Facebook, Google, Apple, and Netflix, and their platform-mediated transformation of contemporary life—it is essential reading for anyone wanting to understand what capitalism is today and where it is headed.

Locating the Voice in Film -

Tom Whittaker 2017

This book locates the voice in cinema in different national

and transnational contexts, to explore how the critical approaches to the voice as well as the practices of sound design, technologies and even reception are often grounded in cultural specificity, to present readings which challenge traditional theories of the voice in film.

Uncovering Heian Japan -

Thomas LaMarre 2000

Literary criticism of classical Japanese poetry, focusing on the emergence of

“*Kokinwakashu*,” an imperial anthology of waka poetry compiled in the 9th century.

The Daily Show (The Book) -

Chris Smith 2016-11-22

NEW YORK TIMES

BESTSELLER The complete, uncensored history of the award-winning *The Daily Show* with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, *The Daily Show* with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant

comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage,

passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

Sophie's World - Jostein Gaarder 2007-03-20

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

That's All Folks? - Robin L. Murray 2011-12-01

"Examines animated films in the cultural and historical context of environmental movements"--Provided by publisher.

Media Theory in Japan -

Marc Steinberg 2017-02-24

Providing an overview of Japanese media theory from the 1910s to the present, this volume introduces English-language readers to Japan's rich body of theoretical and conceptual work on media for the first time. The essays address a wide range of topics, including the work of foundational Japanese thinkers; Japanese theories of mediation and the philosophy of media; the connections between early Japanese television and consumer culture; and architecture's intersection with communications theory.

Tracing the theoretical frameworks and paradigms that stem from Japan's media ecology, the contributors decenter Eurocentric media theory and demonstrate the value of the Japanese context to reassessing the parameters and definition of media theory

itself. Taken together, these interdisciplinary essays expand media theory to encompass philosophy, feminist critique, literary theory, marketing discourse, and art; provide a counterbalance to the persisting universalist impulse of media studies; and emphasize the need to consider media theory situationally.

Contributors. Yuriko Furuhata, Aaron Gerow, Mark Hansen, Marilyn Ivy, Takeshi Kadobayashi, Keisuke Kitano, Akihiro Kitada, Thomas Looser, Anne McKnight, Ryoko Misono, Akira Mizuta Lippit, Miryam Sas, Fabian Schäfer, Marc Steinberg, Tomiko Yoda, Alexander Zahlten

Manga from the Floating

World - Adam Kern 2020-11-23

"The first full-length study in English of the kibyōshi, a genre of woodblock-printed comicbook widely read in late eighteenth-century Japan that became an influential form of political satire. The volume is copiously illustrated with rare prints from Japanese archival collections"--Provided by publisher.

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

Japanese Environmental Philosophy - J. Baird Callicott
2017-05-01

Japanese Environmental Philosophy is an anthology that responds to the environmental problems of the 21st century by drawing from Japanese philosophical traditions to investigate our relationships with other humans, nonhuman animals, and the environment. It contains chapters from fifteen top scholars from Japan, the United States, and Europe. The essays cover a broad range of Japanese thought, including Zen Buddhism, Shintoism, the Kyoto School, Japanese art and aesthetics, and traditional Japanese culture.

Puppets, Gods, and Brands - Teri J. Silvio 2019-09-30

The early twenty-first century has seen an explosion of animation. Cartoon characters are everywhere—in cinema, television, and video games and as brand logos. There are

new technological objects that seem to have lives of their own—from Facebook algorithms that suggest products for us to buy to robots that respond to human facial expressions. The ubiquity of animation is not a trivial side-effect of the development of digital technologies and the globalization of media markets. Rather, it points to a paradigm shift. In the last century, performance became a key term in academic and popular discourse: The idea that we construct identities through our gestures and speech proved extremely useful for thinking about many aspects of social life. The present volume proposes an anthropological concept of animation as a contrast and complement to performance: The idea that we construct social others by projecting parts of ourselves out into the world might prove useful for thinking about such topics as climate crisis, corporate branding, and social media. Like performance, animation can serve as a platform for comparisons of

different cultures and historical eras. Teri Silvio presents an anthropology of animation through a detailed ethnographic account of how characters, objects, and abstract concepts are invested with lives, personalities, and powers—and how people interact with them—in contemporary Taiwan. The practices analyzed include the worship of wooden statues of Buddhist and Daoist deities and the recent craze for cute vinyl versions of these deities, as well as a wildly popular video fantasy series performed by puppets. She reveals that animation is, like performance, a concept that works differently in different contexts, and that animation practices are deeply informed by local traditions of thinking about the relationships between body and soul, spiritual power and the material world. The case of Taiwan, where Chinese traditions merge with Japanese and American popular culture, uncovers alternatives to seeing animation as either an

expression of animism or as “playing God.” Looking at the contemporary world through the lens of animation will help us rethink relationships between global and local, identity and otherness, human and non-human.

Just Enough - Azby Brown
2013-03-26

"Brown's book *Just Enough* is a compelling account of how Edo Japan confronted similar environmental problems and created solutions that connected farms and cities, people and nature."

—Huffington Post The world has changed immeasurably over the last thirty years, with more, bigger, better being the common mantra. But in the midst of this constantly evolving world, there is a growing community of people who are looking at our history, searching for answers to issues that are faced everywhere, such as energy, water, materials, food and population crisis. In *Just Enough*, author Azby Brown turned to the history of Japan, where he finds a number of lessons on living in

a sustainable society that translate beyond place and time. This book of stories depicts vanished ways of life from the point of view of a contemporary observer and presents a compelling argument around how to forge a society that is conservation-minded, waste-free, well-housed, well-fed and economically robust. Included at the end of each section are lessons in which Brown elaborates on what Edo Period life has to offer us in the global battle to reverse environmental degradation. Covering topics on everything from transportation, interconnected systems, and waste reduction to the need for spiritual centers in the home, there is something here for everyone looking to make changes in their life. Just Enough is a much-needed beacon in our evolving world, giving us hope in our efforts to achieve sustainability now.

Sensations of History - James J. Hodge 2019-10-01

A phenomenological investigation into new media artwork and its relationship to

history What does it mean to live in an era of emerging digital technologies? Are computers really as antihistorical as they often seem? Drawing on phenomenology's investigation of time and history, *Sensations of History* uses encounters with new media art to inject more life into these questions, making profound contributions to our understanding of the digital age in the larger scope of history. *Sensations of History* combines close textual analysis of experimental new media artworks with in-depth discussions of key texts from the philosophical tradition of phenomenology. Through this inquiry, author James J. Hodge argues for the immense significance of new media art in examining just what historical experience means in a digital age. His beautiful, aphoristic style demystifies complex theories and ideas, making perplexing issues feel both graspable and intimate. Highlighting underappreciated, vibrant work in the fields of digital art and video,

Sensations of History explores artists like Paul Chan, Phil Solomon, John F. Simon, and Barbara Lattanzi. Hodge's provocative interpretations, which bring these artists into dialogue with well-known works, are perfect for scholars of cinema, media studies, art history, and literary studies. Ultimately, Sensations of History presents the compelling case that we are not witnessing the end of history—we are instead seeing its rejuvenation in a surprising variety of new media art.

The Soul of Anime - Ian Condry
2013-01-11

In *The Soul of Anime*, Ian Condry explores the emergence of anime, Japanese animated film and television, as a global cultural phenomenon. Drawing on ethnographic research, including interviews with artists at some of Tokyo's leading animation studios—such as Madhouse, Gonzo, Aniplex, and Studio Ghibli—Condry discusses how anime's fictional characters and worlds become platforms for collaborative creativity. He

argues that the global success of Japanese animation has grown out of a collective social energy that operates across industries—including those that produce film, television, manga (comic books), and toys and other licensed merchandise—and connects fans to the creators of anime. For Condry, this collective social energy is the soul of anime.

Producing British Television Drama - Ruth McElroy
2019-06-04

This book presents a compelling case for a paradigmatic shift in the analysis of television drama production that recentres questions of power, control and sustainability. Television drama production has become an increasingly lucrative global export business as drama as a form enjoys increased prestige. However, this book argues that the growing emphasis on international markets and global players such as Netflix and Amazon Prime neglects the realities of commissioning and making television drama in

specific national and regional contexts. Drawing on extensive empirical research, *Producing British Television Drama* demonstrates the centrality of public service broadcasters in serving audiences and sustaining the commercial independent sector in a digital age. It attends closely to three elements—the role of place in the production of content; the experiences of those working in the sector; and the interventions from cultural intermediaries in articulating and ascribing value to television drama. With chapters examining the evolution of British TV drama, as well as what might be in store in its future, this book offers invaluable insights into the UK as a major supplier of and market for television drama.

Pulses of Abstraction - Andrew R. Johnston 2021-01-12
Reshapes the history of abstract animation and its importance to computer imagery and cinema Animation and technology are always changing with one another.

From hand-drawn flipbooks to stop-motion and computer-generated imagery (CGI), animation's identity is in flux. But many of these moving image technologies, like CGI, emerged from the world of animation. Indeed, animation has made essential contributions to not only computer imagery but also cinema, helping shape them into the fields and media forms we know today. In *Pulses of Abstraction*, Andrew R. Johnston presents both a revealing history of abstract animation and an investigation into the relationship between animation and cinema. Examining a rich array of techniques—including etching directly onto the filmstrip, immersive colored-light spectacles, rapid montage sequences, and digital programming—*Pulses of Abstraction* uncovers important epistemological shifts around film and related media. Just as animation's images pulse in projection, so too does its history of indexing technological and epistemic

changes through experiments with form, material, and aesthetics. Focusing on a period of rapid media change from the 1950s to the 1970s, this book combines close readings of experimental animations with in-depth technological studies, revealing how animation helped image culture come to terms with the rise of information technologies.

Animation: A World History -
Giannalberto Bendazzi
2015-10-23

A continuation of 1994's groundbreaking *Cartoons*, Giannalberto Bendazzi's *Animation: A World History* is the largest, deepest, most comprehensive text of its kind, based on the idea that animation is an art form that deserves its own place in scholarship. Bendazzi delves beyond just Disney, offering readers glimpses into the animation of Russia, Africa, Latin America, and other often-neglected areas and introducing over fifty previously undiscovered artists. Full of first-hand, never

before investigated, and elsewhere unavailable information, *Animation: A World History* encompasses the history of animation production on every continent over the span of three centuries.

Volume II delves into the decades following the Golden Age, an uncertain time when television series were overshadowing feature films, art was heavily influenced by the Cold War, and new technologies began to emerge that threatened the traditional methods of animation. Take part in the turmoil of the 1950s through 90s as American animation began to lose its momentum and the advent of television created a global interest in the art form. With a wealth of new research, hundreds of photographs and film stills, and an easy-to-navigate organization, this book is essential reading for all serious students of animation history. Key Features Over 200 high quality head shots and film stills to add visual reference to your research Detailed information on

hundreds of never-before researched animators and films Coverage of animation from more than 90 countries and every major region of the world Chronological and geographical organization for quick access to the information you're looking for

Dialectics without Synthesis -

Naoki Yamamoto 2020-08-25

Dialectics without Synthesis explores Japan's active but previously unrecognized participation in the global circulation of film theory during the first half of the twentieth century. Examining a variety of Japanese theorists working in the fields of film, literature, avant-garde art, Marxism, and philosophy, Naoki Yamamoto offers a new approach to cinematic realism as culturally conditioned articulations of the shifting relationship of film to the experience of modernity. In this study, long-held oppositions between realism and modernism, universalism and particularism, and most notably, the West and the non-West are challenged through a

radical reconfiguration of the geopolitics of knowledge production and consumption.

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.

The Osamu Tezuka Story - Toshio Ban 2016-07-12

A documentary manga biography of the influential artist and the birth and evolution of manga and anime in Japan.

Thinking with Animation - Joff P. N. Bradley 2021-08-09

This volume brings together scholars based predominantly in Asia to contribute provocative and experimental essays on the dynamic relationship between animation and philosophy. In an inventive and playful philosophical way, they address not only the mainstay of Japanese animation, but also Korean film, picture books and Mickey Mouse to understand what we might call film-philosophy in Asia. In thinking animation with concepts from the technicolour philosophies of Deleuze, Guattari, Stiegler, Benjamin, Kristeva and Heidegger, the book sees

animation not as a representation of a philosophical idea per se, but conceptualizes it as a philosophical thinking-device. In the images themselves, what is at work is not just the thinking of a particular director or manga artist, but, rather, thinking as such, through and by the images themselves. The scholars in this collection are committed to thinking images themselves as thought-experiments and thinking machines.

Otaku - Hiroki Azuma 2009
Printbegrænsninger: Der kan printes 10 sider ad gangen og max. 40 sider pr. session

Recreating Japanese Men - Sabine Fruhstuck 2011-10-04
"Recreating Japanese Men is a wonderful and invaluable book. Its interdisciplinary mix of essays opens the door to a new world of scholarship on masculinity in Japan." —David L. Howell, Harvard University
"By considering a wide variety of alternative masculinities throughout Japanese history, these essays reveal the tensions, conflicts and

overlapping between competing masculine and feminine ideals and practices in surprising ways." —Robert A. Nye, Oregon State University
"This gallery of striking but also subtle images of Japanese masculinity both reinforces old and reveals new historical understandings of Japanese political and military institutions, social divisions, and cultural anxieties. Essential reading in both Japan and masculinity studies." -- Gary Cross, author of *Men to Boys: The Making of Modern Immaturity*.

Otaku and the Struggle for Imagination in Japan -

Patrick W. Galbraith
2019-12-06

From computer games to figurines and maid cafes, men called "otaku" develop intense fan relationships with "cute girl" characters from manga, anime, and related media and material in contemporary Japan. While much of the Japanese public considers the forms of character love associated with "otaku" to be weird and perverse, the

Japanese government has endeavored to incorporate “otaku” culture into its branding of “Cool Japan.” In *Otaku and the Struggle for Imagination in Japan*, Patrick W. Galbraith explores the conflicting meanings of “otaku” culture and its significance to Japanese popular culture, masculinity, and the nation. Tracing the history of “otaku” and “cute girl” characters from their origins in the 1970s to his

recent fieldwork in Akihabara, Tokyo (“the Holy Land of Otaku”), Galbraith contends that the discourse surrounding “otaku” reveals tensions around contested notions of gender, sexuality, and ways of imagining the nation that extend far beyond Japan. At the same time, in their relationships with characters and one another, “otaku” are imagining and creating alternative social worlds.