Download Notenki Memoirs Studio Gainax And The Men Who Created Evangelion

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and the men who created evangelion

The Men Who Created Evangelion

This book reveals how Japanese ingenuity remade global culture and may have created modern life as we know it. -- adapted from jacket

A tell-all account of Studio Gainax, the creators of the classic anime Neon Genesis Evangelion. Yasuhiro Takeda, a member of the Gainax company since its inception, talks about everything from the untold stories of Eva to the Gainax tax evasion scandal that plagued its production. Including a series of stunning revelations, this history of Gainax is a must-read for any serious anime fan.

The cinema of Japan predates that of Russia, China, and India, and it has been able to sustain itself without outside assistance for over a century. Japanese cinema's long history of production and considerable output has seen films made in a variety of genres, including melodramas, romances, gangster movies, samurai movies, musicals, horror films, and monster films. It has also produced some of the most famous names in the history of cinema: Akira Kurosawa, Hayao Miyazaki, Beat Takeshi, Toshirō Mifune, Godzillia, The Ring, Akira, Rashomon, and Seven Samurai. The Historical Dictionary of Japanese Cinema is an introduction to and overview of the long history of Japanese cinema. It aims to provide an entry point for those with little or no familiarity with the subject, while it is organized so that scholars in the field will also be able to use it to find specific information. This is done through a detailed chronology, an introductory essay, and appendices of films, film studios, directors, and performers. The cross-referenced dictionary entries cover key films, genres, studios, directors, performers, and other individuals. This book is an excellent access point for students, researchers, and anyone wanting to know more about Japanese cinema.

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The Art of Studio Gainax - Dani Cavallaro - 2015-01-27
Formed by a small group of university students in the early 1980s, Studio Gainax is now one of the most adventurous and widely esteemed anime companies on the scene. And it is fascinating for its unique approach to animation. Formal experimentation, genre-straddling, self-reflexivity, unpredictable plot twists, a gourmet palate for stylishness, proverbially controversial endings, and a singularly iconoclastic worldview are some of the hallmarks. This documentation of the studio’s achievements provides a critical overview of both the company and its films: in-depth examinations of particular titles that best represent the company’s overall work, including television series such as Nadia: The Secret of Blue Water and Neon Genesis Evangelion, and feature films such as Royal Space Force: The Wings of Honneamise and Gunbuster vs. Diebuster. Each chapter highlights the contribution made by a specific production to the company’s progress.

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Pure Invention - Matt Alt - 2021-06-22
In the 1970s and ‘80s, Japan soared on the superior technology of Sony and Toyota while the West struggled to catch up. Then a catastrophic 1990 stock-market crash ushered in the “lost decades” of deep recession and social dysfunction. They should have plunged Japan into irrelevance; instead its cultural clout soared. Hello Kitty, the Nintendo Entertainment System, and entertainment empires like Pokémon and Dragon Ball Z—artfully packaged, dangerously cute, and dizzyingly fun—made Japan the forge of the world’s fantasies, and gave us new tools for coping with trying times. Alt reveals how Japanese ingenuity remade global culture and may have created modern life as we know it. -- adapted from jacket

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Recreating Japanese Men - Sabine Frühstück - 2011-10-04
The essays in this groundbreaking book explore the meanings of manhood in Japan from the sixteenth to the twenty-first centuries. Recreating Japanese Men examines a broad range of attitudes regarding properly masculine pursuits and modes of behavior. It charts breakdowns in traditional and conventional societal roles and the resulting crises of masculinity. Contributors address key questions about Japanese manhood ranging from icons such as the samurai to marginal men including hermaphrodites, robots, techno-geeks, rock climbers, shop clerks, soldiers, shoguns, and more. In addition to bringing historical evidence to bear on definitions of masculinity, contributors provide fresh analyses on the ways contemporary modes and styles of masculinity have affected Japanese men's sense of gender as authentic and stable.

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The Routledge Companion to Cult Cinema offers an overview of the field of cult cinema - films at the margin of popular culture and art that have received exceptional cultural visibility and status mostly because they break rules, offend, and challenge understandings of achievement (some are so bad they're good, others so good they remain inaccessible). Cult cinema is expressed through; issues of cultural, national, and gender representations; elements of the production culture of cult cinema; and, throughout, aspects of the aesthetics of cult cinema - its genre, style, look, impact, and ability to yank viewers out of their comfort zones. The Routledge Companion to Cult Cinema goes beyond the traditional scope of Anglophone and North American cinema by including case studies of East and South Asia, continental Europe, the Middle East, and Latin America, making it an innovative and important resource for researchers and students alike.

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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.

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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 giri" 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"
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**Boys Love Manga and Beyond** - Mark McLelland - 2015-01-28

Boys Love Manga and Beyond looks at a range of literary, artistic and other cultural products that celebrate the beauty of adolescent boys and young men. In Japan, depiction of the "beautiful boy" has long been a romantic and sexualized trope for both boys and commanded a high degree of cultural visibility today across a range of genres from pop music to animation. In recent decades, "Boys Love" (or simply BL) has emerged as a mainstream genre in manga, anime, and games for girls and young women. This genre was first developed in Japan in the early 1970s by a group of female artists who went on to establish themselves as major figures in Japan's manga industry. By the late 1970s many amateur women fans were getting involved in the BL phenomenon by creating and self-publishing homoerotic parodies of established male manga characters and popular media figures. The popularity of these fan-made products, sold and circulated at huge conventions, has led to an increase in the number of commercial titles available. Today, a wide range of products produced by professionals and amateurs are brought together under the general rubric of "boys love," and are rapidly gaining an audience throughout Asia and globally. This collection provides the first comprehensive overview in English of the BL phenomenon in Japan, its history and various subgenres and introduces translations of some key Japanese scholarship not otherwise available. Some chapters detail the historical and cultural contexts that helped BL emerge as a significant part of girls' culture in Japan. Others offer important case studies of BL production, consumption, and circulation and explain why BL has become a controversial topic in contemporary Japan.

**The Anime Encyclopedia** - Jonathan Clements - 2006

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Impegnato sulla regalità femminile in età carolingia. Nel 2009 ha consegnato un master in Conservazione, gestione e valorizzazione del patrimonio industriale dopo aver svolto uno studio incentrato su di un canapificio storico; situato a Crocetta del Montello (Treviso), compiuto assieme a Carmelina Amico. Scrive narrativa e saggistica; ha partecipato a diversi progetti antologici e ha collaborato con alcune riviste. È stato il vice direttore del web magazine Fantasy Planet (La Corte Editore). Nel 2012 ha partecipato all’ottavo Congresso Internacional de Molinología, che si è svolto a Tui (Galizia), con un intervento intitolato Il mulino di Villa Bozza, la conservazione possibile, attraverso un progetto imprenditoriale, dedicato alla storia di un mulino padovano e scritto in collaborazione con Camilla Di Mauro. Recentemente, per LA CASE books, è uscito Fantabiologia. Dai modini perduti a Prometheus, un saggio di storia della cultura popolare da Jules Verne a Sir Ridley Scott.

**Séries cultes et culte de la série chez les jeunes** - Martin Juler-Costes - 2014-09-17
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Prisées par le grand public, les séries télé sont devenues, au fil du temps, les objets d’un véritable culte. Visionnages rituels, passion de l’échange et éloges passionnés, certaines séries provoquent chez les adolescents et les adolescentes une ferveur sans précédent, jusqu’à devenir des symboles générationnels. De Beverly Hills 92010 à Skins, d’Hélène et les garçons à Glee, cet ouvrage analyse la place singulière des séries télé dans la culture juvénile contemporaine. À travers le croisement de leurs regards, socioanthropologues et psychologues, spécialistes de la littérature et des médias révèlent la complexité du rôle des séries pour un public aux prises avec des questions inhérentes au devenir adulte.

**Schoolgirl Milky Crisis: Adventures in the Anime and Manga Trade** - 2010-11-05
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**Twenty Thousand Leagues Under the Sea** - Jules Verne - 1887

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**The Essential Evangelion Chronicle** - GAINAX - 2015-06-02


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**Back to Frank Black** - Adam Chamberlain - 2012-10-01

In 1996, a groundbreaking television drama debuted on the Fox network. Created by Chris Carter, Millennium tells the story of Frank Black (Lance Henriksen), a legendary forensic profiler gifted with the ability to see into the minds of killers. Through his work as a consultant with the FBI and the mysterious Millennium Group, the series offers a thoughtful exploration of the nature and manifestations of evil in the modern world. Back to Frank Black offers an unprecedented volume of material exploring this landmark series. With forewords from Lance Henriksen and Frank Spotnitz and an introduction by series creator Chris Carter, the collection features interviews with cast and crew, as well as in-depth essays analyzing Millennium’s characters, themes, and enduring legacy. Inspired by the growing movement to return this iconic hero to the screen, Back to Frank Black finds its focus in an incompressible figure of hope: Frank Black. We need him now more than ever.
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Japanese Visual Culture - Mark W. MacWilliams - 2014-12-18
Born of Japan's cultural encounter with Western entertainment media, manga (comic books or graphic novels) and anime (animated films) are two of the most universally recognized forms of contemporary mass culture. Because they tell stories through visual imagery, they vault over language barriers. Well suited to electronic transmission and distributed by Japan's globalized culture industry, they have become a powerful force in both the mediadscape and the marketplace. This volume brings together an international group of scholars from many specialties to probe the richness and subtleties of these deceptively simple cultural forms. The contributors explore the historical, cultural, sociological, and religious dimensions of manga and anime, and examine specific sub-genres, artists, and stylicstics. The book also addresses such topics as spirituality, the use of visual culture by Japanese new religious movements, Japanese Goth, nostalgia and Japanese pop, "cute" (kawaii) subculture and comics for girls, and more. With illustrations throughout, it is a rich source for all scholars and fans of manga and anime as well as students of contemporary mass culture or Japanese culture and civilization.

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Oh My Goddess! - Various - 2017-02-22
As powerful (and wrathful) as Belldandy's older sister Urd is, what's the real reason she never became a Goddess First Class? Now, in order to finally realize that with Urd, giving a certain amount of happiness is going to mean inflicting a great amount of misery first!

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Nurse Hitomi's Monster Infirmary - Various - 2017-02-22
Nurse Hitomi's Monster Infirmary, and other monster titles. This deluxe, large-trim hardcover with foil highlights is shrink-wrapped for Mature fans only! Monster Girl Encyclopedia Volume 1 is the first in a series of highly detailed illustrated books that contains one hundred profiles of wickedly lascivious monster girls. Considered by many fans to be the definitive source for sexy monster girls and the worlds they inhabit, Monster Girl Encyclopedia is a must-have purchase for fans of Monster Musume, Nurse Hitomi's Monster Infirmary, and other monster titles. This deluxe, large-trim hardcover with foil highlights is shrink-wrapped for Mature readers, and includes 240 pages of in-depth bios, one hundred gorgeous full-color illustrations, numerous tantalizing black and white spot illustrations, diagrams, and more. Told from the perspective of a wandering monster girl scholar, these vibrantly illustrated pages teach us about sensual elves, dwarves, succubi, centaurs, mermaids, and much more, like you've never seen them before.

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Neon Genesis Evangelion - Kazuhisa Fujie - 2004
Answers many of the questions this animated story has raised, from the material world of New Tokyo-3 and the mecha of the Evas to the spiritual significance of the battle to destroy the angels.

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Neon Genesis Evangelion, Vol. 8 - Yoshiyuki Sadamoto - 2012-09-17
As a dismembered Shinji drifts in visions, merged with the esoteric fluids of the Evangelion, his father's long-serving lieutenant, Fuyutsuki, is kidnapped for interrogation by SEELE--in German, the "Soul"--the council of superiors whom NERV has been double-crossing for some time now. Eva Vol. 8 contains a Japanese sound FX glossary plus a special bonus guide to help U.S. fans discover the best of the many import books available on Evangelion! -- VIZ Media

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From the best selling novel series by renowned author NISIOISIN, comes this worthwhile addition to your library; it makes good bathroom browsing, cover-to-cover reading, and a worthwhile reference for writing or researching anime and manga, not to mention a window into the history of fandom in the United States. -- SF Site

Watching Anime, Reading Manga - Fred Patten - 2004
Anime's influence can be found in every corner of American media, from film and television to games and graphic arts. And Fred Patten is largely responsible. He was reading manga and watching anime before most of the current generation of fans was born. In fact, it was his active participation in fan clubs and his prolific magazine writing that helped create a market and build American anime fandom into the vibrant community it is today. Watching Anime, Reading Manga gathers together a quarter-century of Patten's lucid observations on the business of anime, fandom, artists, Japanese society and the most influential titles. Illustrated with original fanzine covers and archival photos. Foreword by Carl Maciek (Robotech).

From the best selling novel series by renowned author NISIOISIN, comes the manga adaptation of the Monogatari Series! Artwork by Oh! great. To become human again, Koyomi must face three vampire hunters and return Kiss-Shot's stolen limbs. His first opponent is Dramaturgy, the massive vampiric vampire hunter. But when Koyomi arrives for his match, instead of going up against an oaf on the offense, he's met by a comely gent with an offer...

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