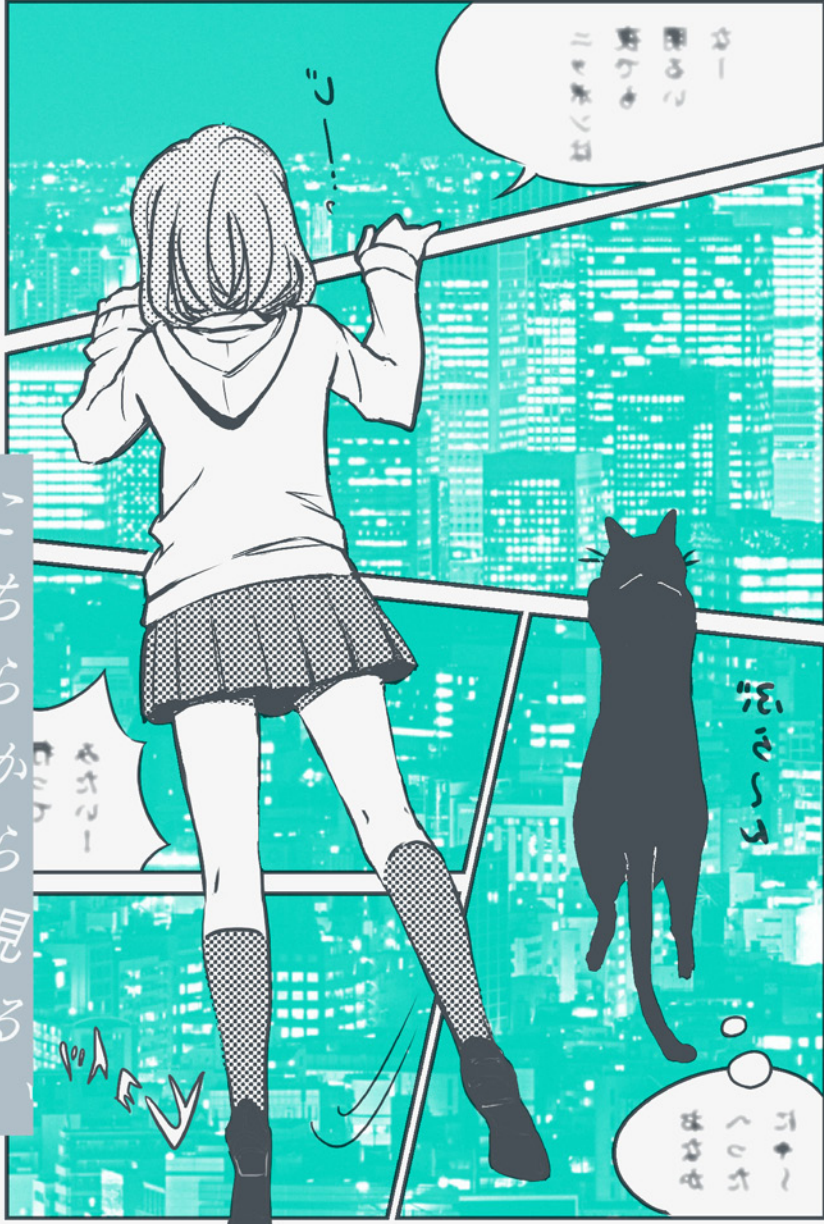


アニメ*マンガ*ゲーム*展のガイドブック

アニメ*ゲーム*展のガイドブック

The NACT Art Guide
Manga * Anime * Games from Japan



こちらから見る

そちらの世界

新

THE NATIONAL ART CENTER, TOKYO

国立新美術館

The exhibition introduces works that were made over the last 25 years or so, from 1989 to the present.

It is divided into eight themes.
Please enjoy yourself!

1989 is the year

Tezuka Osamu died and also the year that the Showa Period ended and the Heisei Period began.

Welcome to the **Manga/Anime/Games** from Japan exhibition!

In this guidebook, we hope to call your attention to some interesting things in the exhibition.



Character introduction



NOGI Misora

Loves manga, anime, and games.
Hobbies: Drawing pictures, and computer programming.
Misora-chan is going to join us as we make our way around the exhibition.



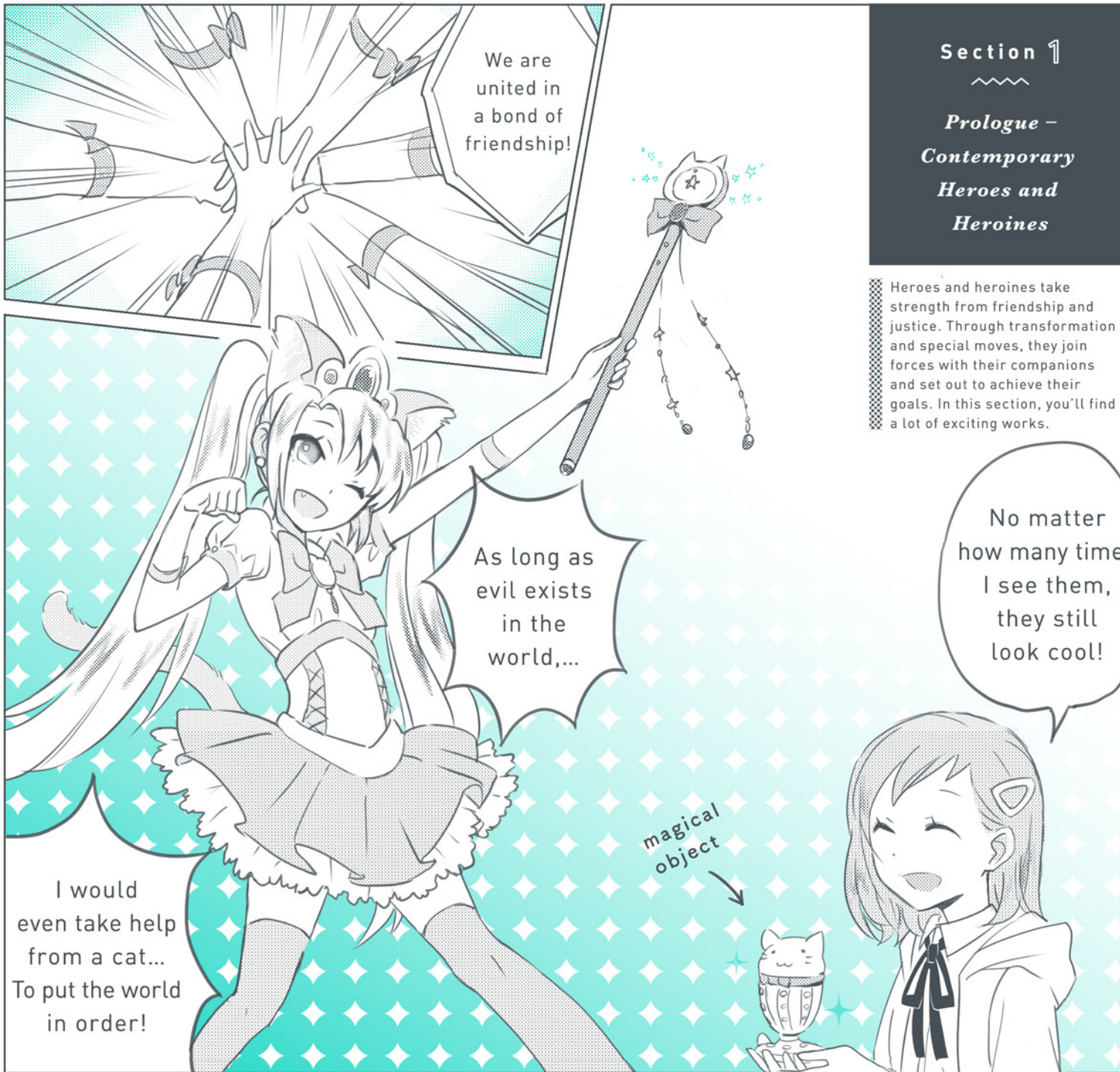
Anco (Android Cat)

Misora-chan's assistant.
Grew up surrounded by manga, anime, and games.
Hobby: Looking at art.
Special skill: Running faster than cleaning robots.

Our requests to you:

Please don't disturb others by talking too loud.
Please don't touch the works.
Please don't run in the gallery.





Section 1

Prologue –
Contemporary
Heroes and
Heroines

Heroes and heroines take strength from friendship and justice. Through transformation and special moves, they join forces with their companions and set out to achieve their goals. In this section, you'll find a lot of exciting works.

The themes and works we introduce here don't include everything in the exhibition,

Major historical events since **1989**

1995 Great Hanshin-Awaji Earthquake occurs in western Japan
Tokyo subway attacked with sarin gas
Japanese version of Windows 95 goes on sale
Internet becomes more and more popular

2001 The World Trade Center attacked by terrorists in the U.S.

2008 A major financial crisis occurs
iPhone 3G goes on sale in Japan

2011 The Great East Japan Earthquake occurs
Fukushima No. 1 Nuclear Power Plant accident occurs

Many of the works are connected to social changes and technology from this period, including major events such as earthquakes and technological developments like the Internet.

but we hope they will make your experience even more enjoyable.



20XX

These things were influential...

...in spawning a variety of manga, anime, and games.



Contemporary technology, network society...

2015

The ideas for these futuristic stories came from contemporary life.

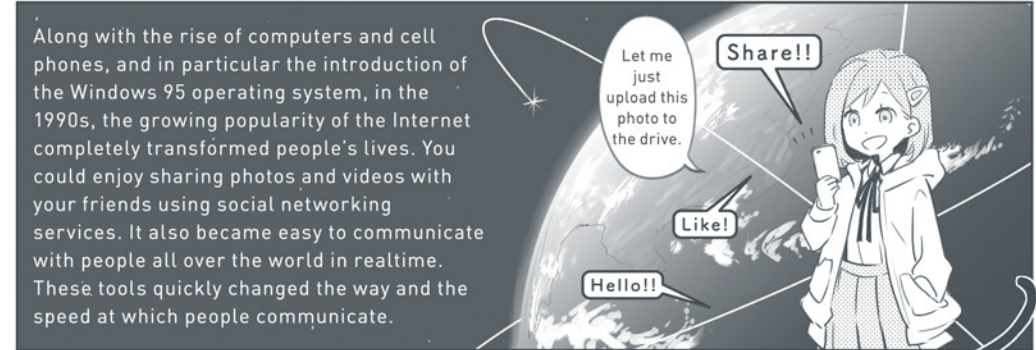
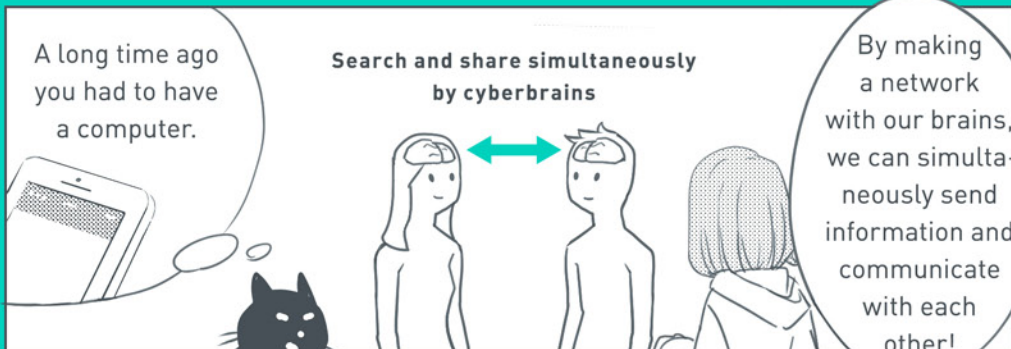
Section 2

“Reality” as Depicted by Technology:

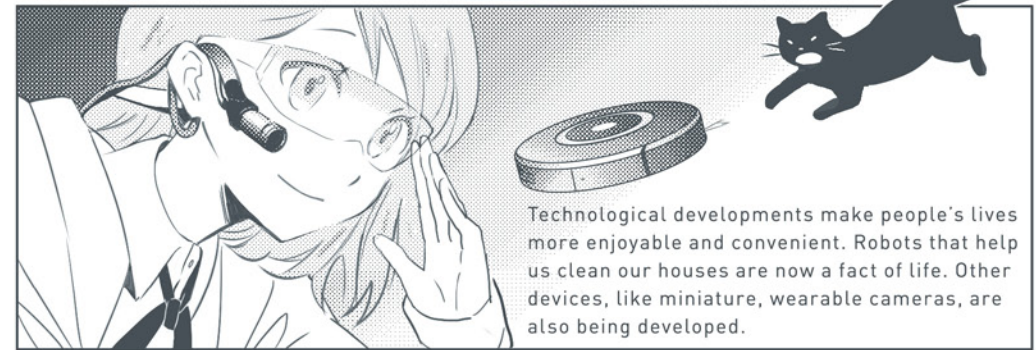
The World of Works and Visual Expression

NEXT

In Section 3, we introduce works that started out on the Internet!



Along with the rise of computers and cell phones, and in particular the introduction of the Windows 95 operating system, in the 1990s, the growing popularity of the Internet completely transformed people's lives. You could enjoy sharing photos and videos with your friends using social networking services. It also became easy to communicate with people all over the world in realtime. These tools quickly changed the way and the speed at which people communicate.



Advances in digital technology also influenced the use of video in anime and games.

ZUMU- In Section 4, we introduce games where people can gather!

Anime hits the screens!

Novelizations!

DVD releases!

Events!

It came out of the game world and transformed into many new genres!

These lines don't cut it.
Maybe I could use magic.
How about flying through the sky?
This is a great character!!!

Based on the feedback they got on the Internet, the artists kept making their work more and more interesting.

In the future, this'll be popular on TV too.

Derivatives of the original also started appearing!

internet-based communities and new creative processes!

Sharing works → feedback → developing new works

Section 3

The Fruits of a Network Society

There are many familiar works that became popular on the internet and were later developed in other genres. Unlike the past, when manga were mainly published in magazines, the frequency and speed of their development has increased greatly.

Yeah, and I can also put them up on the Internet!

Wow, that's cool! You can make illustrations.

おもしろい
かわい
まじか WWW

Some people who started out by posting their works on community sites later made their major debut.

Their work caught people's eyes on bulletin boards system and then they became widely known.

There are also sites where you can share videos. Users also post comments about them.

Ranking

- No.1
- No.2
- No.3

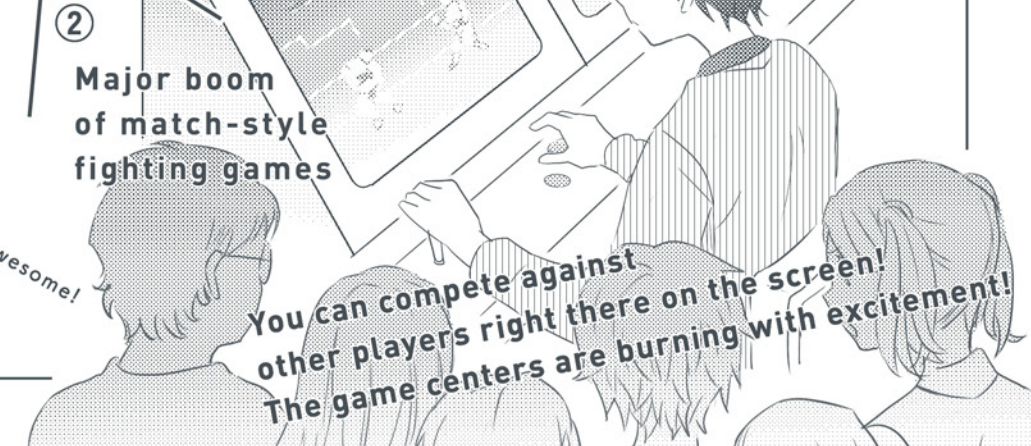
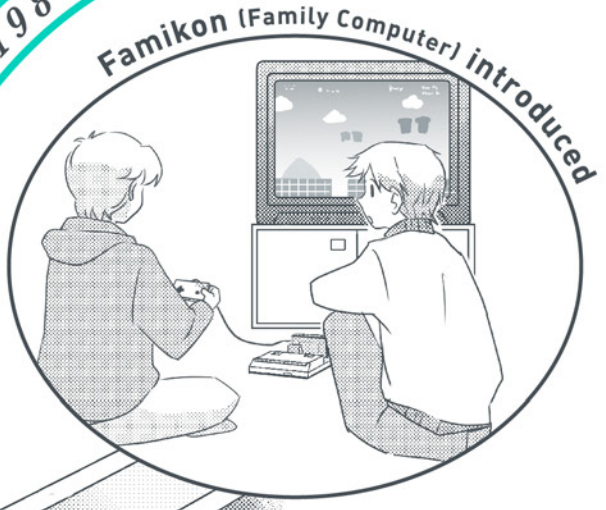
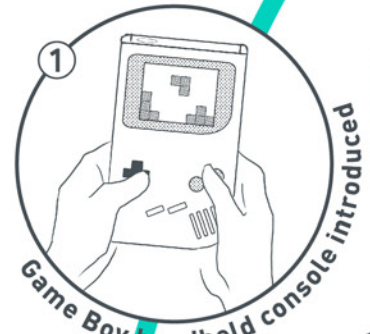
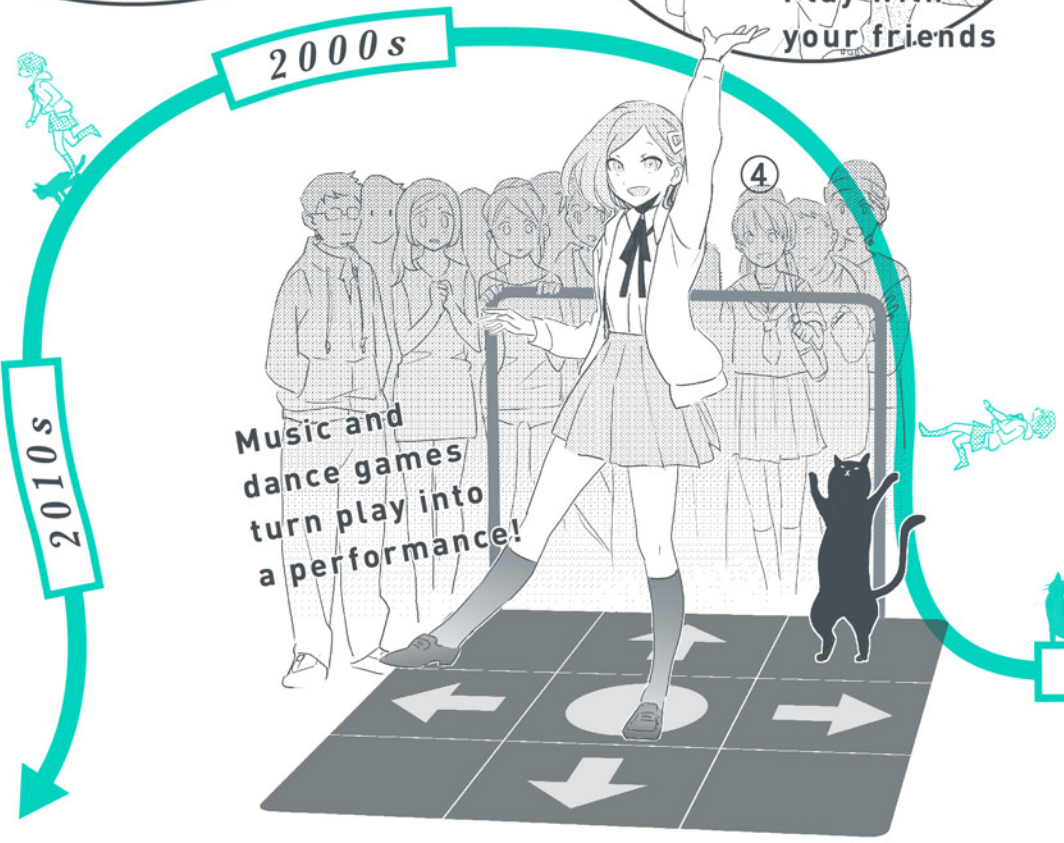
There are websites where I can share illustrations and manga with other users.

I know! The works are ranked and you can quickly find out which works are the most popular!

Section 4
 ~~~~~  
 Encounters  
 and  
 Gatherings:  
 Games as "Places"

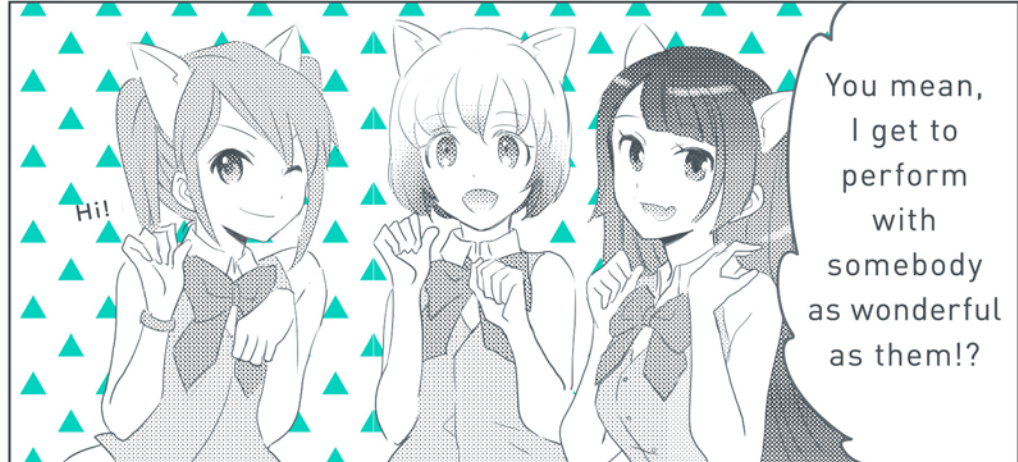
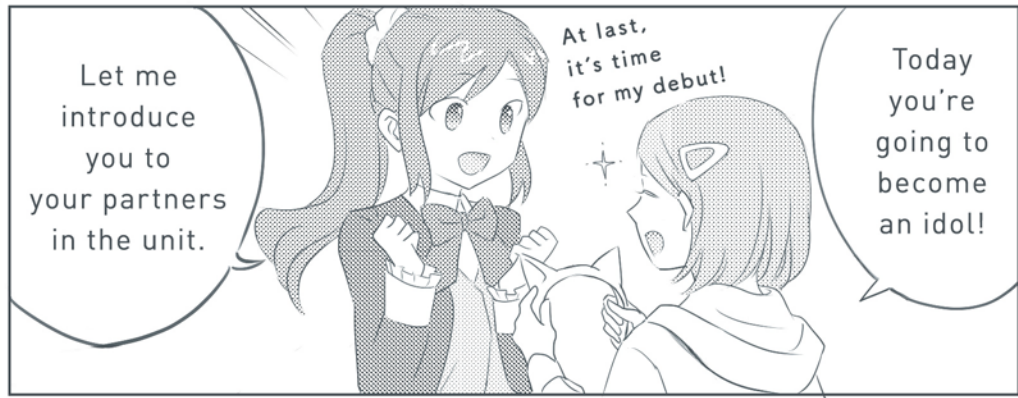


Is staying at your home and playing games all alone in your room a thing of the past?



Beginning with the introduction of the handheld Game Boy console ①, it became possible to play games without having to sit in front of a TV. By running a cable between two consoles, you and your friend could play the same game ③. Then you could complete your mission by joining forces with your friends on the Internet ⑤. At the same time, you could compete against your friends using controllers at the game center ②. Strong players sometimes became minor celebrities. In time, a succession of music and dance games ④ that could be enjoyed by couples and entire families became all the rage. Because these games included a performance element that drew an audience of onlookers, they had the ability to create a unique atmosphere. Since the 1980s, both games made for home use and game centers have evolved to allow everyone to enjoy playing!

ZMX-1 In Section 6 & 7, we consider what "everyday life" means in manga and anime.



Section 5  
~~~~~  
The World:
A Place Where
Characters Dwell



You can also take up the challenge to be a coach or producer!

Dating with one of your popular classmates to produce an idol or coach a pro sports team! In the game world, you can realize dreams like this that rarely ever come true in real life. As you enjoy playing with the characters, you can also become part of the world in the work.

Section 7

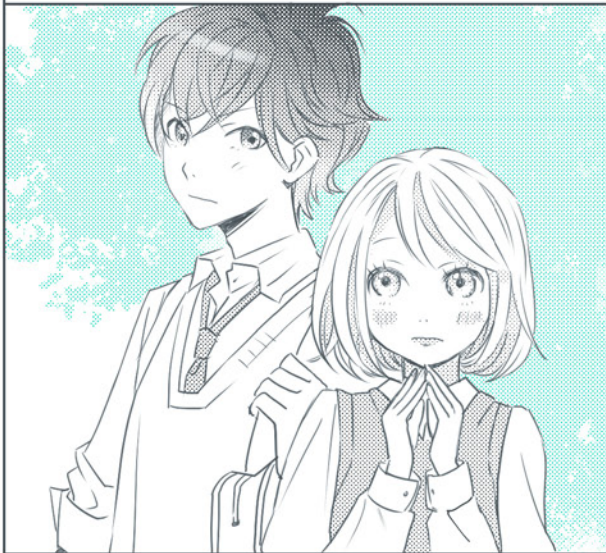
A Link to Reality

Manga stories subtly react to trends and changes in contemporary society. In addition to romances and school dramas, they depict subjects that are part of the real world like cooking, jobs, and major events like earthquakes. As we read these works, we laugh, cry, and come to understand important things about our lives.

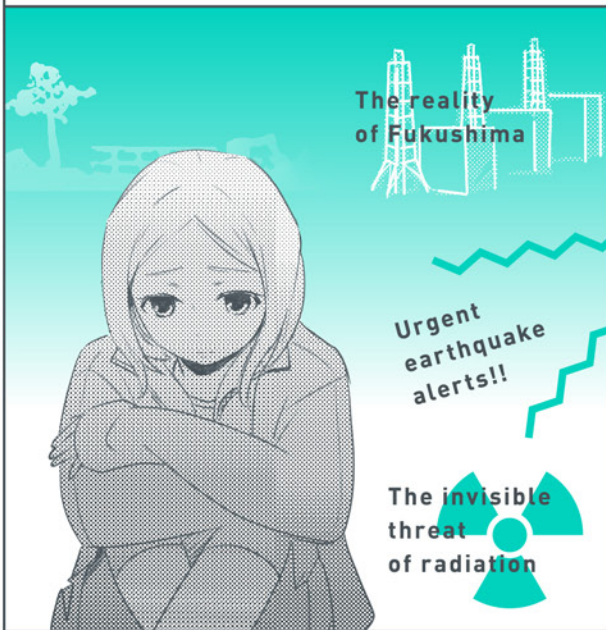
Because these stories are connected to our real lives, they have a special resonance.



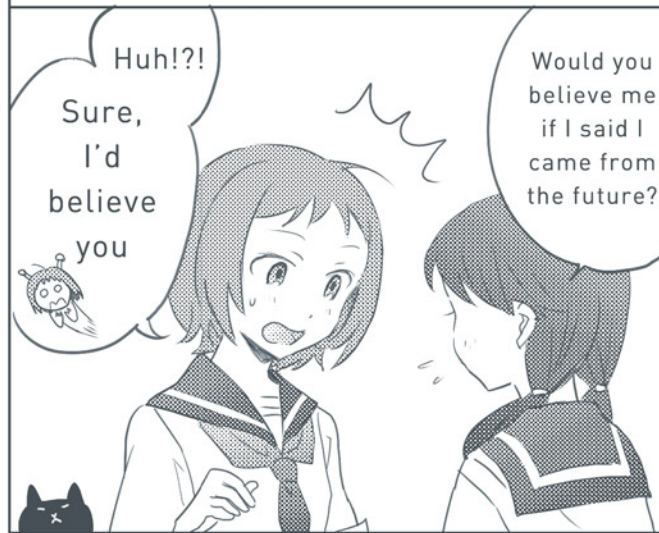
Romances and School Dramas



The Realities of Disasters



— School life with fantastic friends —
Works that give rise to extraordinary situations in a nearly ordinary world



Section 6

The Intersection of the Ordinary and Extraordinary

In these stories, depicted in many different ways, the ordinary intersects with the extraordinary. These works, which convey a vague sense of reality, introduce an element of the extraordinary into our real lives. We can enjoy going back and forth between our ordinary lives and these extraordinary stories!

— Pilgrimage —

Memories and famous scenes from anime – extraordinary things juxtaposed with reality



— Students control everything with their school uniforms —

Works that incorporate the ordinary into an extraordinary world



Real race courses can be reproduced in games!

For example...

Tens of thousands of photographs are used to create something very much like reality.

Every aspect is carefully measured and calculated in three dimensions using lasers.

Snap!

It's all this attention to detail that makes those things so absorbing.

I see!

I see!

Developments in information and video technology help drive new approaches in manga, anime, and games. But all these emotionally affecting works are not the product of technology alone. For these works to make an impression on us, the creators must display a special devotion to their subject and make the best of cutting-edge techniques. That's what it takes to make us say, "Look how much effort went in this! It's amazing!"

Section 8

The Creator's Handiwork

This game is so real! It feels like you're really here!

How did they make it seem so real?

With all of these technical developments, anything is possible!

Wait a minute, that's not true!

All of the works that make their way into the public eye are filled with the creator's handiwork.

ニッポンのマンガ*アニメ*ゲーム

2015年6月24日(水) - 8月31日(月)

国立新美術館 企画展示室1E

毎週火曜日休館

開館時間: 午前10時 - 午後6時 金曜日は午後8時まで

入場は閉館の30分前まで

<http://www.nact.jp/>

Manga * Anime * Games from Japan

June 24 [Wed] - August 31 [Mon]

The National Art Center, Tokyo, Special Exhibition Gallery 1E

Closed on Tuesdays

Opening Hours : 10:00a.m. - 6:00p.m. (10:00a.m. - 8:00p.m. on Fridays)

Admission up to 30 minutes before closing

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Illustrations by _____



ARAKI Mari

Designs anime
and draws manga and games.



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