

Histoire Du Manga

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"This edited collection explores how graphic art and in particular Japanese manga represent Japanese history. The articles explore the representation of history in manga from disciplines that include such diverse fields as literary studies, politics, history, cultural studies, linguistics, narratology, and semiotics. Despite this diversity of approaches all academics from these respective fields of study agree that manga pose a peculiarly contemporary appeal that transcends the limitation imposed by traditional approaches to the study and teaching of history. The representation of history via manga in Japan has a long and controversial historiographical dimension. Thereby manga and by extension graphic art in Japanese culture has become one of the world's most powerful modes of expressing contemporary historical verisimilitude. The strategy of combining the narrative elements of writing with graphic art, the extensive narrative story-manga and its Western equivalent of the graphic novel, reflects the relatively new soft power of 'global' media, which have the potential to display history in previously unimagined ways. Boundaries of space and time in manga become as permeable as societies and cultures across the world. Each of the articles in this book investigates the authorship of history by looking at various different attempts to render Japanese history through the popular cultural media of the story-manga. As Carol Gluck, Tessa Morris-Suzuki, Susan Napier and others have shown, it has never been easyto encapsulate the complex narrative of emperor-based cyclical Japanese historical periods. The contributors to this volume elaborate how manga and by extension graphic art rewrites, reinvents and re-imagines the historicity and dialectic of bygone epochs in postwar/contemporary Japan. "--

Fascinating insights on what Japanese manga and anime mean to artists, audiences, and fans in the United States and elsewhere, covering topics that range from fantasy to sex to politics. • Contributions from knowledgeable commentators about manga and anime from the United States, Canada, and Europe • Photographs and illustrations • Reference lists within the individual chapters and the introduction • Two glossaries define terms specific to Japanese manga genres

Discover Katsuhiro Otomo’s visionary work and post-Akira Japanese comic culture. The catalyst of an era, of a world that was unaware of its downfall, Katsuhiro Otomo’s visionary work marked a turning point in the industry. First, in his homeland, Japan, in terms of graphics and plot on an entire generation of post-Akira artists who adopted his attention to detail, his realism and his dizzying views. But above all with his international reach, which threw Japanese comic strips and animations into the limelight in numerous countries, by trampling the rest of the world’s notion that cartoons are exclusively for children. This book dives headfirst into the radioactive culture that is the creative power of Katsuhiro Otomo, from the mangaka’s– already explosive–beginnings, up to winning recognition for Akira. Discover the themes and influences of this fundamentally anti-establishment work by exploring its socio-economic or simply literary aspects. The author of the work analyzes the phenomenon, from its tiny seed to the mighty tree, and reveals why Akira is, above all, a purely Japanese series. This book will provide you with an analysis of the socio-historical context of Akira. It aims to help Western readers to better understand the escence of this graphic and narrative treasure. ABOUT THE AUTHOR Rémi Lopez graduated with a degree in Japanese from Bordeaux III University. In 2004, he cut his teeth as an author when he wrote website columns on video game soundtracks. Two years later, he joined the Gameplay RPG magazine in which he carried out the same task. He then followed the then editor-in-chief, Christophe Brondy, and his entire team to a new project: the monthly Role Playing Game magazine. Rémi wrote The Legend of Final Fantasy VIII and the book on the Original Soundtrack for Pix'n Love publications in 2013.

Drawing on more than twenty years of fieldwork, this book explores the professional, social, and cultural world of Burgundy wines, the role of terroir, and its transnational deployment in China, Japan, South Korea, and New Zealand. It demystifies the terroir ideology by providing a unique long-term ethnographic analysis of what lies behind the concept. While the Burgundian model of terroir has gone global by acquiring UNESCO world heritage status, its very legitimacy is now being challenged amongst the vineyards where it first took root.

Across generations and genres, comics have imagined different views of the future, from unattainable utopias to worrisome dystopias. These presaging narratives can be read as reflections of their authors’ (and readers’) hopes, fears and beliefs about the present. This collection of new essays explores the creative processes in comics production that bring plausible futures to the page. The contributors investigate portrayals in different stylistic traditions–manga, bande dessinées–from a variety of theoretical perspectives. The picture that emerges documents the elaborate storylines and complex universes comics creators have been crafting for decades.

To kill, or to be killed - The life of Shinmen Takezo is simple. Betrayed by a friend's mother, hunted down like a rat, and eventually captured, Takezo now seeks nothing more than crimson death to claim him. Yet the Grim Reaper stays his scythe, for Takezo is on his way to discovering a higher purpose in living?

Based on long-term research in northern Chad, this book provides a unique account of mobility, wealth, and aspirations to political autonomy at the heart of the contemporary Sahara.