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JAPN308 - Japn Pop-Culture

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Nice writing.
I hate this font, however.

Feedback #2: Miyasaki, Akira, and Storytelling

Alright, let's start off by saying that the movie *Akira* was quite a movie to digest. This movie was very interesting and, at most, a movie that retold the pages of Japan's history in war in a very gruesome, yet heart-pulling way. I mean I didn't know whether to be exhausted or intrigued by the animation style connected to Japan's timeline. What I "did" know was I wanted to watch how it ended no matter how bloody the scenes were or without warning someone's head blows off. I find this way of storytelling to be amazing because this was retelling the reality of what war is like and this is how it was seen. War is gruesome, violent and everyone does indeed die around you.

I have to admit I did indeed admire the "hyper-real" effect through the movie. I love how the Japanese incorporate life situations that we live everyday and re-animate it in how it seems so familiar and obtainable, but fantasias to no viewer could obtain it and we know this. I believe that is why we desire these stories and find them so intriguing. I think Japan's animation, stories, ideas and approach to most of their animes are so desired and popular because they cross the border of reality and fantasy in a way that no one in the animation business outside of Japan's mindset has done. I find this true for Miyasaki's films at the time. His films are poetically beautiful, incorporate spiritual connections within cultural and individual beliefs, and exciting to both children and adults. This is so because for children, their imaginations are developing and already interested in the world they create and escape to everyday. For adults, adults are given that excuse to revisit the place they once knew so well as a child or are given back the chance to cherish what they believe in. I also find the readings on Miyasaki and

other Japanese animators really cool that some scenes, if not the story itself, are based off the personal experiences of the story tellers. I will say though that unlike American animation tales of the time in comparison to Japanese animation tales, there seems to be more heroines than heroes. I am not saying that there are no heroines in the American animated stories, I just find it an interesting approach and the balance of the movies could survey that society roles between male and female would show more of the male to be more of the adventurous one.

However, is it that Japanese make more heroines due to their understanding of females being more of the mysterious one with a world yet to be explored? And if so, what kind of world would that be? I think the mind of any woman or man is something great to analyze, animate or bring to life for then us, the audience, would never be without an adventure to discover and entertainment to enjoy.