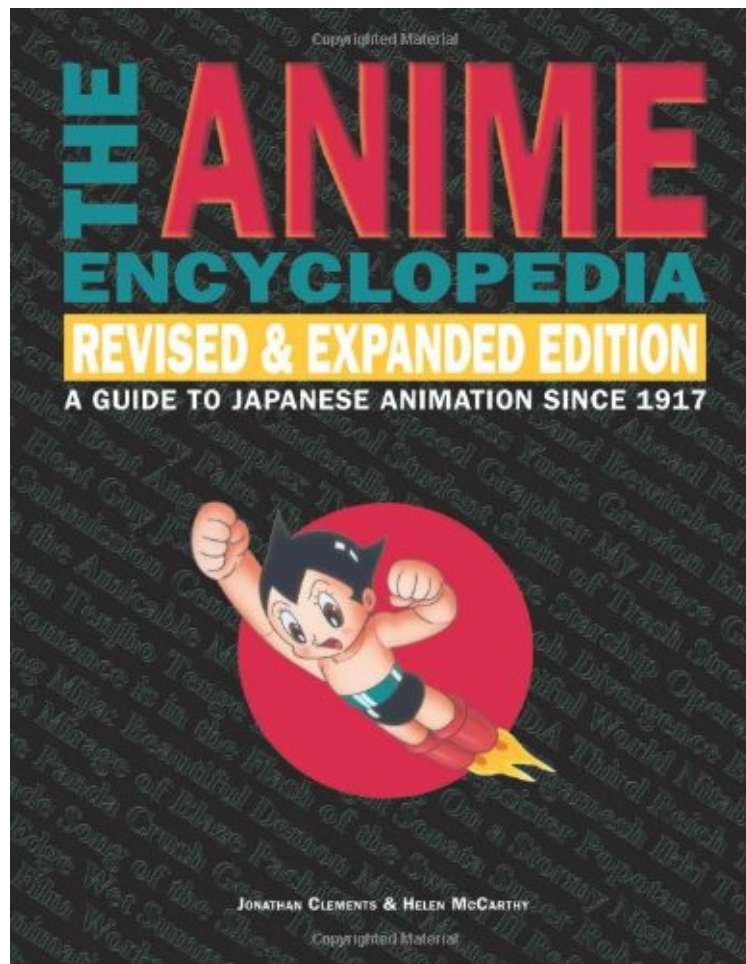


(Download free pdf) The Anime Encyclopedia: A Guide to Japanese Animation Since 1917, Revised and Expanded Edition

The Anime Encyclopedia: A Guide to Japanese Animation Since 1917, Revised and Expanded Edition

Jonathan Clements, Helen McCarthy
audiobook | *ebooks | Download PDF | ePub | DOC



[Download](#)

[Read Online](#)

#1658776 in Books Stone Bridge Press 2006-11-01 Original language: English PDF # 1 9.00 x .80 x 7.00l, 3.10 #File Name: 1933330104867 pages | File size: 70.Mb

Jonathan Clements, Helen McCarthy : The Anime Encyclopedia: A Guide to Japanese Animation Since 1917, Revised and Expanded Edition before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Anime Encyclopedia: A Guide to Japanese Animation Since 1917, Revised and Expanded Edition:

0 of 0 people found the following review helpful. If It's Anime It is in HereBy keimanandkeiThe anime history, voices, seiyuu, plots, synopses, creators, producers, directors, artists- all are in this marvelous tome! Ya can't go wrong with this book, man!26 of 27 people found the following review helpful. An Indomitable EffortBy Marc RubyThe first thought that runs through the mind of a potential otaku faced with the wealth of Anime films that are available is, frankly, "Where do I start." It doesn't take a great deal of time to sniff out the Evangelions and Princess Mononokes, but beyond the great successes are many lesser lights that all promise pleasure and entertainment if one

only knew which they were. Of course, part of the challenge is that coming to understand anime and manga requires reaching some level of understanding of the Japanese culture that underlies them. However, the simple truth is that, lacking a guide, the effort is always in danger of becoming fruitless. 'The Anime Encyclopedia' is the answer to need. While it really isn't encyclopedic, it provides summaries, data, and even some analysis of over 2,000 anime films. The authors confess that there are probably another 2,000 films that could have been included, and a complete failure to touch on interactive (game) animation. Nevertheless, 2,000 titles covering the period from 1917 to 2001 is a lot. While the writers are rarely excessively judgmental, there is enough information to identify both films of interest and films to be avoided. Occasionally, the reader finds a lengthy discussion, but most of the descriptions are 100 to 200 words. One will find dates, formats, key translations, creative staff, and length listed. Some indication of the appropriate audience where needed, and indication of whether English productions are available. In short, enough to navigate one's way to the winding path of an otaku's apprenticeship. The writers have a dry, witty style that makes this more than a simple catalog, but far less than a treatise. The book does exactly what it promises to do, competently and clearly. Lacking a command of Japanese, this is the best resource available for US viewers. 5 of 6 people found the following review helpful. An amazing accomplishment

By T. Smith
Long ago, before the surface of the Earth cooled, I wanted to write a book like this...but gave it up as being an impossibility, which of course it is. Fortunately for us all, Clements and McCarthy were not so easily daunted. It is an astounding achievement by two of the world's most knowledgeable anime experts, and, if you have even the slightest interest in anime, belongs right on the shelf next to your DVDs, laserdiscs, and videotapes. If I have any criticism to give, it's that movies that were not of personal interest to the authors are sometimes given short shrift. Example--Crusher Joe and Dagger of Kamui, both of which were groundbreaking films at the time (and still have the capacity to delight--CJ for its amazing action sequences and DoK for the stunning color and design work), are given rather flat entries. But this is personal opinion--the bottom line is that the book is very nearly all-inclusive, and if it contains any errors of significance, I have so far been unable to spot them. Bravo!

Bigger and better! Our first edition rocked the anime world with its in-depth entries on anime famous and obscure and its superb index/film finder. Now this fantastic book is 40 percent larger with all-new entries on hundreds of anime released after 2001, updates on older entries, and over fifty thousand words on anime creators (like Tezuka and Otomo) and genres (Early Anime, Science Fiction and Robots, etc.). An absolute must-have for every anime shelf! "If I only had space on my overcrowded shelf for one book on anime, this would be it. If I had no space on my shelf I'd select two books at random and drop them into the bin, just to make room-- it's that indispensable." -- Paul Jacques, Anime on DVD "While you may not agree with their opinions on a given anime, they are informative and entertaining, especially when skewering a really bad anime." -- Frames Per Second

.com In this important book, Jonathan Clements and Helen McCarthy present an enormous amount of information about 2,000 series and features, detailing their plots and relationships to other anime properties. In these areas, the book is definitive, and readers can only wish a comparable volume existed for American animation. The authors are less sure about non-Japanese influences (Cowboy Bebop owes more to noir detective films than to Route 66), and they focus more on storylines and the business of anime than on visuals. They don't discuss the influence of American Saturday morning TV on early anime designs (Speed Racer, the component series of Robotech) or the art nouveau styling in Revolutionary Girl Utena. The editorial evaluations are much harsher than McCarthy's The Anime Movie Guide: some of the most popular anime series in America--Tenchi, Evangelion, Ranma 1/2--receive sharp criticism. The result is a book that anime fans will either love or love to argue with. --Charles Solomon
From Library Journal
From the first examples in 1917 to today's feature-length animated masterpieces like Princess Mononoke, Japanese animation (or anime) has drawn a devoted international fan base. For quite some time, these enthusiasts have needed an all-encompassing, detail-oriented reference work. Fortunately, Clements and McCarthy, who coedited The Erotic Anime Movie Guide and have an outstanding history in anime indexing, translation, and criticism, are just the folks to carry it off. Choosing the best examples from a field that was about twice the final number of entries, the authors review and detail more than 2000 anime films and TV series. Each entry includes a short synopsis, commentary, details about key creative personnel, and evaluation of the work's significance. Over 100 illustrations representing major releases are sprinkled throughout. Other notable features include a selective bibliography, a name/studio index, and a title index that makes it easy to go right to the vital information about a particular example. The end product is a huge, exhaustive, timely, and authoritative compendium of information that will be appreciated by anime experts and neophytes alike. Recommended for all libraries and essential for film and media collections. David M. Lisa, Wayne P.L., NJ
Copyright 2002 Cahners Business Information, Inc.
From Booklist
The most comprehensive guide to Japanese anime film now has more than 3,000 entries. Most cover titles, studios, and creators, but there are also 28 entries for themes such as Fantasy and fairy tales and Puppetry and stop-motion. Title entries include information on English-language releases, formats and running times, and "as many crew members as space allowed" in addition to plot outline and critical commentary. A rating system warns parents of films they may not wish

their children to see. The fact that there are only around 150 black-and-white illustrations may disappoint some fans.
Mary Ellen Quinn Copyright American Library Association. All rights reserved