

## **Arts Initiative RLC: Anime As An Art Form**

### **Overview**

Japanese animation or “Anime” is a complex art form that incorporates various themes, animation styles, messages, and aspects of Japanese culture. Anime is becoming a widespread style of art that is influencing the new generation of college student. It is present on many different television channels, in bookstores, and huge conventions are being held each year about anime.

Our program will encourage and support a growth in knowledge about the difference in art styles between Eastern and Western forms and thus the cultures originating and influencing them. We will hold weekly meetings to explore a specific Anime series, discussing all of the aforementioned aspects of the art form. We will also learn, compare, and try to understand the ways Anime exemplifies and adapts Japanese culture.

We would also like to broaden participants’ knowledge of the art and culture by holding manga reading nights (Japanese “comic books,” often the original story behind the Anime we watch) by having manga readings of series belonging to program members. We will also hold drawing workshops within the program so program members can work from learn-to-draw books and with one another to learn the techniques behind the Anime style of drawing. From these drawing nights we will have each program member work in a small group to write, illustrate and produce their own manga strip. From this the members will be able to see the time and work that goes into the production of manga (which is usually the foundation for the anime).

Anime as an Art Form will strive to give each program member a working knowledge of Japanese culture as it relates to anime and language, along with basic drawing/animation techniques and a thirst to keep learning.

All students in the Arts Initiative will enroll in a self-paced, one-credit course designed to help them get the most out of their experiences residing in the Arts building of L/L and the wider Arts community.

### **Learning Objectives**

**Each member will gain an understanding of the differences in style, theme, animation, and cultural influences between Anime and American animation.**

#### **Action Steps**

- Members will meet weekly to watch weekly clips, episodes of series, anime music videos (AMVs,) and parodies of Japanese and Western animation, and then discuss their observations and opinions of differences between the two.
- Members will attend movie nights once a month to gain an understanding of a full-length story and how much work goes into creating it.

- Members will attend speaker nights in which someone from the anime community will present (such as a Convention Chair, Anime Producer, etc).

**Each member will learn, compare, and understand how Japanese animation relates to Japanese culture and American culture today.**

Action Steps

- We will hold a series of meetings focused on how Japanese animation influences American animation and visa-versa, with historic and contemporary examples.
- With the cooperation of the Japanese Language Teachers at UVM, students will attend lectures and discussions concerning Japanese culture and the individual speaker's experiences in Japan.
- With the cooperation of the Japanese House Program in Living/Learning, program members will meet in informal settings with Japanese exchange students and other students interested in Japanese culture and language.
- Bakuretsu Con and Anime Boston are two conventions where Japanese culture and Anime are featured. Volunteering and attending these events will allow members to meet other people with similar interests and views about Anime and Japanese culture. Program members will be able to discuss and take part in many events that apply to Anime and Japanese culture, such as panels by experts in a particular field, speakers from the industry, workshops relating to Japanese products, food, pastimes, history, etc., and the games and media that so closely tie in to the field.

**Each program member will be exposed to the printed equivalent of Anime, which is called Manga. We will examine how style and story of the original comic changes during the process of animation.**

Action Steps

- One or more of the meetings during the year will be devoted towards reading and discussing manga in a group setting.
- During some of the meetings, program members will discuss the differences and similarities between Anime and Manga, whether they prefer one or the other, and the different audiences that can be reached through manga.
- We will examine the difference in graphic novels across cultures (Manga, Comics, Manhwa, etc.)

**Each program member will learn about the fundamentals of animation and how to draw Anime characters.**

Action Steps

- Members will learn the fundamentals of drawing Anime characters by working with instructional books and practicing with other members in the program.
- Members will learn about the distinctive styles of Anime and what those styles mean within the art form.

- With the cooperation of the UVM Art department, students will be given the opportunity to show their artwork and have it judged during an art show.
- With the cooperation of professors and/or local experts, students will attend a meeting to explore the process of animation in various forms; such as hand-drawn or computer-edited.

**Each program member will learn basic Japanese words and phrases associated with Anime.**

#### Action Steps

- During one of the meetings, members will watch a single episode or clips of an Anime without the subtitles or the English dubbing in order to see if Japanese body language is different than American body language.
- Program members will socialize and converse with members from the Japanese Language program.
- Program members will be encouraged to enroll in the offered Japanese language classes.

#### **Community Service and Interactions with Other Living/Learning Programs**

In cooperation with the Living/Learning Center, this program hopes to give back to Burlington and the University by making Anime available to both communities. We would like to hold monthly open Anime movie showings. In addition, all of the program meetings will be open to non-program members.

In cooperation with the Living/Learning Center's Science Fiction, Fantasy, and Horror in Literature and Media Today Program, we would like to host a Gaming Day event, where Anime, Sci-Fi/Fantasy, and Japanese-themed games and activities will be offered publicly to the greater UVM community.

We would like to hold an Anime art contest. The artwork, would be submitted by both University's students and local high and middle school students (judged separately), would be hung in the Living/Learning Gallery. There will be a prize given to the winners of all the categories. The prize could be either art material, manga, pocky (a delicious Japanese sweet), etc., which would be paid for by the program. This contest would bring Anime center stage by putting artwork in the gallery and even promoting young artists in this sometimes forgotten and demeaned art form.

In cooperation with L.I.V.E., we would like to show Yaoi or Yuri, (terms for Anime that revolve around homosexual and bisexual relationships). We can have a night open to the UVM community in which the Anime is watched and discussed.

In cooperation with Japanese professors, the Japanese house, and other knowledgeable students, we would like to learn how to prepare and cook traditional Japanese food. This would also be open to everyone interested.

We would like to hold an AMV (Anime Music Video) tutorial for the UVM community. AMVs are very popular amongst Anime fans and incorporate Western music with an Eastern art style.

We would like to hold a lecture series with speakers that are involved in the Anime field. These would include local artists, local writers, local animators, and those knowledgeable about Japanese culture and involved in the Anime industry.

In cooperation with the Fletcher Free Library we would like to hold Anime Kids' Day in which we show anime movies, read manga, and offer anime coloring sheets for kids to take home. We also provide Japanese snacks that our program members cook.

### **About the Arts Initiative RLC**

This program is a part of the Arts Initiative Residential Learning Community. The Arts Initiative RLC was formed, in part, due to ongoing feedback and requests from students within the arts-related programs in L/L for more interaction and enhanced opportunities for cross-programming efforts between the arts. The Arts Initiative enhances the ability for students and staff members involved in the RLC to create opportunities for exploration and outreach involving the arts across disciplines.

The primary goals for the Arts Initiative are:

1. To develop cross-program involvement. Allowing students in one branch of the arts to interact with, learn from and engage with students in another Arts area. The "Artist to Artist: Expanding Your Medium" program is one opportunity for students to pair with each other in order to facilitate strong community connections. This is designed to facilitate students' involvement in the Arts through one-on-one interactions with a member from a different program.
2. To enhance access to and interaction with arts-related communities within L/L, at UVM, in Burlington and in Vermont in order to support our creative and conceptual practices.
3. To support the creative growth of all members through informal and formal discussions, community events, performances and program designed activities.

All students in the Arts Initiative will enroll in a self-paced, one-credit course designed to help them get the most out of their experiences residing in the Arts building of L/L and the wider Arts community.

Examples of course requirements include attending arts-related events at UVM and in the Burlington area, interactions with other student artists and reflective writing based on your overall experience. Students are expected to enroll in the self-paced, one-credit course in the fall semester.

More information about the Arts Initiative RLC can be found at <http://www.uvm.edu/rlc>