

[Ebook free] The Rough Guide to Anime 1 (Rough Guide Reference)

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Simon Richmond, Rough Guides

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#2150584 in Books Rough Guides 2009-06-01 2009-06-01 Ingredients: Example Ingredients Original language: English PDF # 1 7.02 x .65 x 6.96l, .88 #File Name: 1858282055292 pages | File size: 35.Mb

Simon Richmond, Rough Guides : The Rough Guide to Anime 1 (Rough Guide Reference) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Rough Guide to Anime 1 (Rough Guide Reference):

0 of 0 people found the following review helpful. It's dated, but still useful
By RoochakWell, I wanted a quick introduction to the subject, and this one covers the basics pretty well: anime history BT and AT (Before Tezuka and After Tezuka); its symbiotic relationship with manga; creators and industry figures; genres and a brief tour of pop culture transnationalism. The heart of the book is author Simon Richmond's "canon" of the 50 greatest anime (circa 2009), one that privileges feature films over TV series and is heavily Miyazaki/Studio Ghibli-centric. The book could've used a lot more illustrations, even if they had to be in black and white.
0 of 0 people found the following review helpful. Five Stars
By Edgar RiosGreat book8 of 11 people found the following review helpful. A well-done and informative anime reference book
By Lesley AeschlimanThe book contains an introduction, acknowledgements, seven chapters, a glossary, and an index. The introduction covers some of the very basics of anime. In the course of seven chapters, the author covers the history of anime, fifty "must-see" anime, the history of the anime studios, biographies for individuals involved in anime production in Japan (directors, animators, and voice actors), the connection between manga and anime, biographies of some manga creators whose works have served as source material for anime, the various genres represented in anime, how anime has helped influence some anime series, the European influences on anime, merchandising tie-ins, anime's influence on popular culture, various ways to watch

anime, recommendations (for anime books, periodicals, and websites), information on anime conventions, and places of interest to anime fans in Japan. Overall, I thought this book was very well-done, and is very informative. It's also one of the more recent books I have read on anime, so it's more up-to-date than many of the other books I have seen. There's a lot of information, but it is written in such a way that it is accessible to the reader, regardless of whether the reader is already knowledgeable about anime, or is learning about anime for the first time. The Rough Guide to Anime should really be in the reference library of any anime fan. In order to write this review, I checked out a copy of this book through the King County Library System.

The Rough Guide to Anime provides a comprehensive overview of the diverse and amazing world of animation from Japan. Combining a critical approach with all the essential background information from history and short biographies of the key people in the industry to the different genres, themes and cultural references of anime this is the ultimate guide to Japanese animation. The book introduces the creative talents behind the major anime movies, TV series and OVA (original video animation) from the Oscar-winning *Spirited Away* to classic works like *Howl's Moving Castle*, *Princess Mononoke*, and the iconic shows *Astro Boy*, *Kimba the White Lion*, *Speed Racer* and *Robotech*. Written by anime expert Simon Richmond, features include the Top 50 must-sees, with details on the most influential directors and creative artists. There's an exploration of the art form's history, plus information on the anime conventions and manga-related attractions in Japan. Newcomers will love the glossary of all the anime slang and jargon, while devoted fans will relish the fresh exploration of themes, genres and obsessions in the colourful anime universe. The Rough Guide to Anime explores the best of the prolific genre of anime in today's popular culture.

From School Library Journal Adult/High School In Richmond's capable hands, the world of anime becomes highly accessible and engaging. The author covers a set of canonical films; popular anime television series; creator and director mini-bios; technical terms described accessibly and with reference to the 50 canonical titles; and includes many two-tone stills from adventure, romance, children's interest, suspense, and historical anime productions. Sidebars are used generously and to good effect to amplify brief information in entries that may be worthy of further investigation. Teens who love anime will find this guide validates their interests, and library staff can turn to it as a reliable way to learn the vocabulary, icons, and plots of a good variety of examples of the popular art. Francisca Goldsmith, Halifax Public Libraries, Nova Scotia Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. About the Author Author Simon Richmond lives in Japan, is an anime expert and co-authors the award-winning Rough Guide to Japan