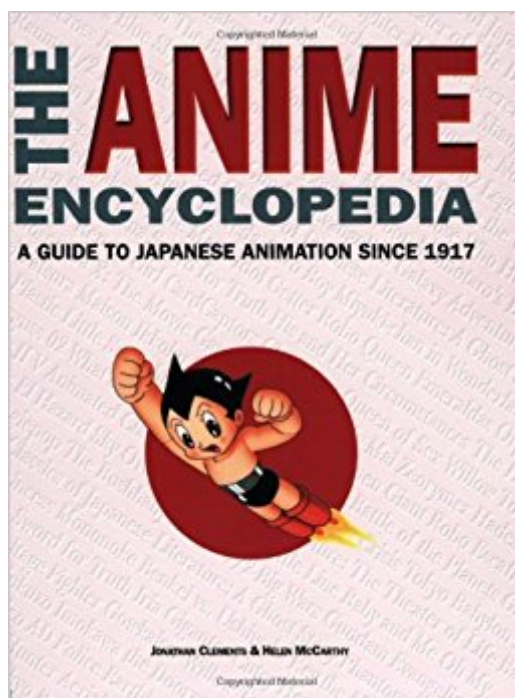


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The Anime Encyclopedia: A Guide To Japanese Animation Since 1917



Synopsis

Here is the long-awaited, biggest guide ever, the absolute must-have for every fan, collector, library, and video-store browser. Included are over 2,000 Japanese animation films—from today's Pokémon, Tenchi Muyo, and Sailor Moon to the classic Tetsuwan Atomu (Astro Boy) and little-known artistic gems like the anime life of Mozart—with key personnel, running time, studio, alternative titles, cross references, critical comment, and sex/violence warnings. Illustrated and fully indexed. Jonathan Clements has translated over 70 anime and manga and was editor of Manga Max from 1998-2000. Helen McCarthy is former editor of Anime UK and Manga Mania and author of The Anime Movie Guide, Hayao Miyazaki: Master of Japanese Animation, and, with Jonathan Clements, The Erotic Anime Movie Guide. Also available Hayao Miyazaki: Master of Japanese Animation PB, \$18.95, 1-880656-41-8 CUSA

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Customer Reviews

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 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., NJCopyright 2002 Cahners Business Information, Inc.

The anime history, voicers, seiyuu, plots, synopses, creators, producers, directors, artists- all are in this marvelous tome! Ya can't go wrong with this book, man!

The 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.

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!

THE ANIME ENCYCLOPEDIA IS A GOOD RESOURCE BOOK BUT ALL THE The Anime Encyclopedia, Revised & Expanded Edition: A Guide to Japanese Animation Since 1917 (Paperback) ARE THE 2001 ORIGINAL EDITIONS NOT THE 2006 Revised & Expanded Edition:

if the first wonder of the anime world is astro boy osamu tezuka the second akira the third hayao miyazaki the fourth ninja scroll the fifth ghost in the shell the sixth then this book is the seventh. full of useful and really appreciated information about the diverse and colorful world of anime. you'll get mostly everything you want to know about your favourite anime. from writer to director to animator to studios to the english and japanese titles and date of production. plus the enjoyable and amazing information of the cross-references. every few pages you turn in this book you discover an anime you saw, heard about or looking for. which makes reading this book a long and very enjoyable read. written by jonathan clements. a former editor of manga max magazine and contributing editor

to the online edition of newtype.and helen mccarthy .a founding editor of anime uk/fx magazine and subsequently editor of manga mania. she is also the author of anime! a beginners guide.which was the first english language book on the medium.both authors won the japan festival award for outstanding contribution to the understanding of japanese culture.the writers deserve more credit than the half page about the authors ,in the last page of this book.this book is a cherished property no anime fan can resist owning.

Another gift. This one was a smash hit! I appreciated the note to parents and informative preface. Thoughtfully compiled.

This is a great book to learn about various anime titles and see about what other things you may enjoy watching.

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