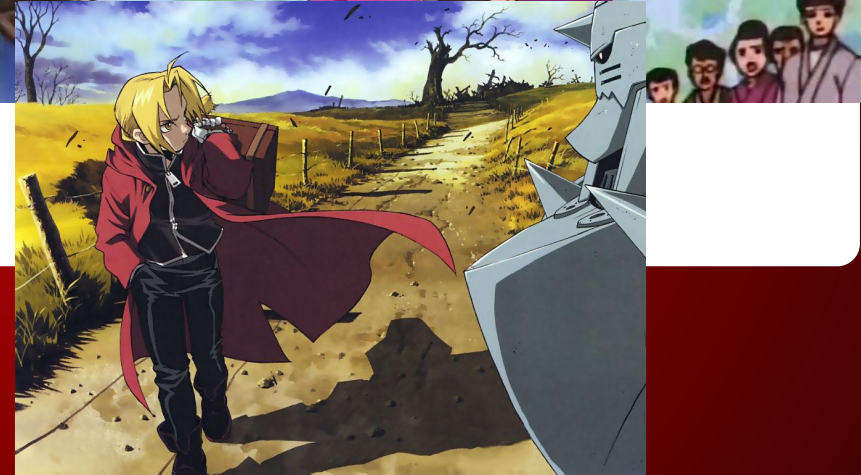# Art & Creativity

Anime as Art

What do you see?

Created by: Kevin Middleton

- *Class created: 4/5/17*
- Anime is a great tool to engage kids and introduce them to Japanese Culture, as well as many story telling elements.
- Kids will gain a new perspective as they study and experience different cultures, ideas, worlds, and peoples.
- This class works extremely well. You might get a couple of kids who become disengaged, so finding small tasks (like drawing) will help them be more apart of the class.
- Kids will always shout out the anime's they want to watch, and while they're valid shows, very few of them are YC appropriate. You must take control and not let the kids run over you about this.

What makes anime so good?

- Kids will be studying anime as an art form, learning what makes it good, and how it conveys meaning to the viewer.

  Week1: How does each episode fulfil its own story, and play into a much larger arc?

  Week2: How does the story change each character?

  Week3: How does each anime draw in and engage the viewer?

  Week4: Most anime are created in Japan, how is their culture communicated?

  Week5: How do the mechanics of the world play into the story?

  Week6: What does the story teach the audience? What does the anime say?

Utah Core Standard Connection

Students will understand, evaluate, and articulate how works of art convey meaning for the observer as well as the creator (Standards 5.V.R.1–2).

Standard 5.V.R.2: Identify and analyze cultural associations suggested by visual imagery.

Students will relate artistic skills, ideas, and work with personal meaning and external context (Standards 5.V.CO.1–2).

Standard 5.V.CO.2: Identify how art is used to inform or change beliefs, values, or behaviors of an individual or society.

Determine a theme of a story, drama, or poem from details in the text, including how characters in a story or drama respond to challenges or how the speaker in a poem reflects upon a topic; summarize the text.

Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).

Analyze how visual and multimedia elements contribute to the meaning, tone, or beauty of a text (e.g., graphic novel, multimedia presentation of fiction, folktale, myth, poem).
http://www.uen.org/core/

Grant Outcomes

Academic Success

Artistic analysis and articulation, story analysis

https://educationendowmentfoundation.org.uk/public/files/Publications/EEF_Lit_Review_Non-CognitiveSkills.pdf

Non-Cognitive Success

Self-perception, Awareness, Self-Efficacy

Class Structure

Week #1:

- Selected Anime
- Plot
- Story Arcs

Week #2:

- Character Development

Week #3:

- Sense of enchantment
- When you become removed from the world
- Art Style and Theme

Week #4:

- A whole different world
- Culture and Linguistic Differences

Week #5:

- Might vs Magic
- World building and the roles of technology and magic

Week #6:

- A lesson for the audience

Pre-Screened Anime!

Avatar: The Last Airbender

Avatar: The Legend of Korra

Hunter x Hunter

Pokemon

The Devil is a Part-Timer

Fairy Tail

Rurouni Kenshin

Full Metal Alchemist*

Log Horizon

Shaman King

Sailor Moon

Inuyasha

Sword Art Online*

Soul Eater

Ouran High School Host Club*

Noragami

Bleach

(* May have a hard topic or rough scene)

Netflix is an amazing resource

Anime can also be found for free on various online portals, just be careful

Animefreak.tv

9anime.to

Kissanime.to

watchanime.net
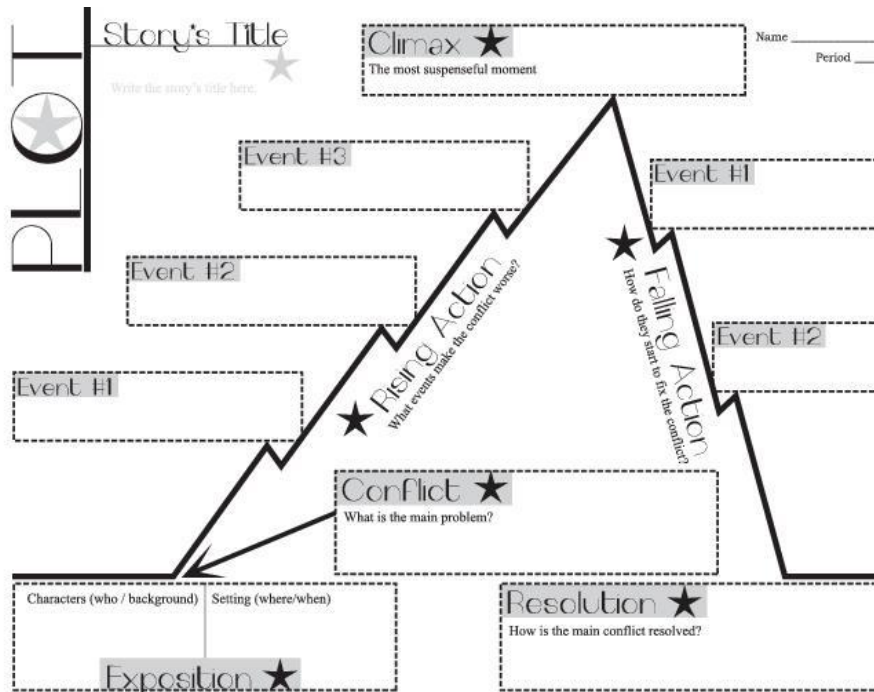
Week #1: Plot, Story, and the Arc

Understanding Anime

Character: One of the people (or animals) in a story.

Climax: The high point in the action of a story.

Conflict: A problem or struggle between two opposing forces in a story. There are four basic conflicts:

· Person Against Person: A problem between characters.

· Person Against Self: A problem within a character's own mind.

· Person Against Society: A problem between a character and society, school, the law, or some tradition.

· Person Against Nature: A problem between a character and some element of nature-a blizzard, a hurricane, a mountain climb, etc.

PLOT

Story's Title
Write the story's title here.

Name ____
Period ____

Climax ★
The most suspenseful moment

Event #3

Event #1

Event #2

Event #2

Event #1

Event #1

Rising Action
What events make the conflict worse?

Falling Action
How do they start to fix the conflict?

Conflict ★
What is the main problem?

Characters (who / background) | Setting (where/when)

Exposition ★

Resolution ★
How is the main conflict resolved?

Parts of Anime

Dialogue: The conversations that characters have with one another.

Exposition: The part of the story, usually near the beginning, in which the characters are introduced, the background is explained, and the setting is described.

Falling Action: The action and dialogue following the climax that lead the reader into the story's end.

Mood: The feeling a piece of literature is intended to create in a reader.

Moral: The lesson a story teaches.

Development of Anime

Plot line: The planned action or series of events in a story. There are five parts: exposition, rising action, climax, falling action, and resolution.

Protagonist: The main character in a story, often a good or heroic type.

Resolution: The part of the story in which the problems are solved and the action comes to a satisfying end.

Rising Action: The central part of the story during which various problems arise after a conflict is introduced.

Setting: The place and the time frame in which a story takes place.

Style: The distinctive way that a writer uses language including such factors as word choice, sentence length, arrangement, and complexity, and the use of figurative language and imagery.

Theme: The message about life or human nature that is "the focus" in the story that the writer tells.

Discussions

Take time after each episode to discuss these different topics. Have the kids use actual details and ideas from the plot.

- What happened, and why was it important enough to happen?
- What real world correlations does this arc have? (Your Life in April)
- What was this episode's arc, and how does it build up to the main plot arc? (Shaman King)
- Was there something you felt unnecessary or really didn't need to happen? (Bleach)
- Was there something you felt did not go into deeper detail? (Like all of SAO)
- What character was developed? And how did they develop? (Really cool for Rurouni Kenshin)
- Do we understand more about their world, and does it give us a desire to learn more, or make us not want to continue watching?

Alternate "Homework"

Kids may be disappointed in the selection of anime we can watch while at YC, however they can watch more shows at home and relate their homework to class.

Here is a list of alternative anime they could watch and bring to class new perspectives:

(Kids should be warned when watching these, they have not been pre-screened)

Attack on Titan

Gurren Lagann

Cowboy Beebop

Outlaw Star

Trigun

Grave of the Fireflies

Angel Beats

Tokyo Ghoul

Black Butler

Clannad

Your Lie in April

Elfin Lied

Naruto

Psycho-Pass

Bakuman

More Alternates

Gunslinger Girl

Neon Genesis Evangelion

Ghost in the Shell

Future Boy Conan

My Love Story!

One Piece

Death Note

Bleach

Dragon Ball Z

Code Geass

The Seven Deadly Sins

Steins; Gate

Puella Magi Madoka Magica

Kill La Kill

Samurai Champloo

Paranoia Agent

(These animes come from several lists, most notably, Best Morals, Best Themes, Well Written, Powerful Ideas)

Week #2: The Development of Characters

What is Character Development?

A well-developed character is one that has been thoroughly characterised, with many traits shown in the narrative. **The better the audience knows the character, the better the character development.** Thorough characterisation makes characters well-rounded and complex. This allows for a sense of realism. As an example, according to F.R. Leavis, Leo Tolstoy was the creator of some of the most complex and psychologically believable characters in fiction. In contrast, an underdeveloped character is considered flat or stereotypical.

Direct vs. indirect characterisation

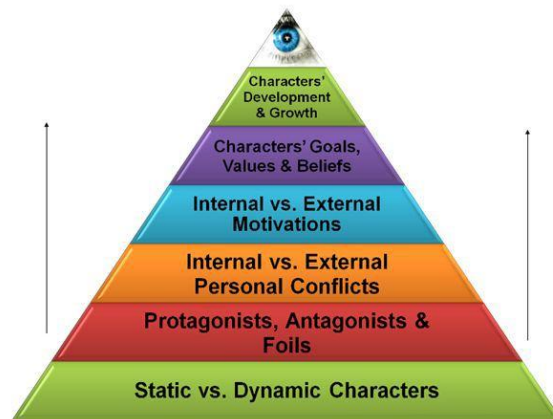There are two ways an author can convey information about a character:

Direct or explicit characterisation:

The author literally tells the audience what a character is like.

This may be done via the narrator, another character or by the character him- or herself.

Indirect or implicit characterisation:

The audience must deduce for themselves what the character is like through the character's thoughts, actions, speech (choice of words, way of talking), looks and interaction with other characters, including other characters' reactions to that particular person.

Pyramid (bottom to top):
- Static vs. Dynamic Characters
- Protagonists, Antagonists & Foils
- Internal vs. External Personal Conflicts
- Internal vs. External Motivations
- Characters' Goals, Values & Beliefs
- Characters' Development & Growth

The Creation of a Character

We are all greatly influenced by our relationship with our parents. How was this character's relationship with his/her parents? What kind of people were the parents? Did they have any odd beliefs/habits that your character has adopted or is rebelling from?

What are your character's vices? Unfortunately, we all have them. A vice for your character doesn't necessarily have to be drinking or swearing--perhaps your character is a compulsive spender. Perhaps your character's vice is something as innocuous as a habitual over-consumption of sweets; maybe your character is a chocoholic. And perhaps your character has just been diagnosed with diabetes. As you can see, what is considered a vice will depend largely on your character's situation.

What are your character's pet peeves? Sometimes a person's pet peeve can give you insight into their personality, and what things are important to them. For example one of my biggest pet peeves is people who say things like "the floor needs swept" or "the dishes need washed". From this, you can tell that grammar is important to me (and a good thing, too, or I would have a hard time of it as a writer!) If I had a character whose biggest pet peeve was having a pair of slacks without creases, what would that tell you?

What is your character's typical daily schedule like? Unless your story is the sort that will completely disrupt the character's life and put everything in limbo, you're going to have to weave your tale around this schedule. It wouldn't hurt to know what it is.

What is your character's strong point? Every story involves hardship, and your character will need a way to survive this hardship. Usually, this involves the character's strong personality strength, or plays off of that strength somehow. Scarlett O'Hara survived *Gone With the Wind* because of her strength of will, her single-minded determination to get what she wanted. What is your character's strength?

What is your character's middle name? How does he/she feel about it? Some people are embarrassed by their middle names, other people are proud of them, even preferring them to their first names. Does your character routinely use a middle initial?

What about a nickname? Does your character want to be called Bill, or William B Holladay the Third? Sometimes you can tell quite a bit about someone by what their friends call them.
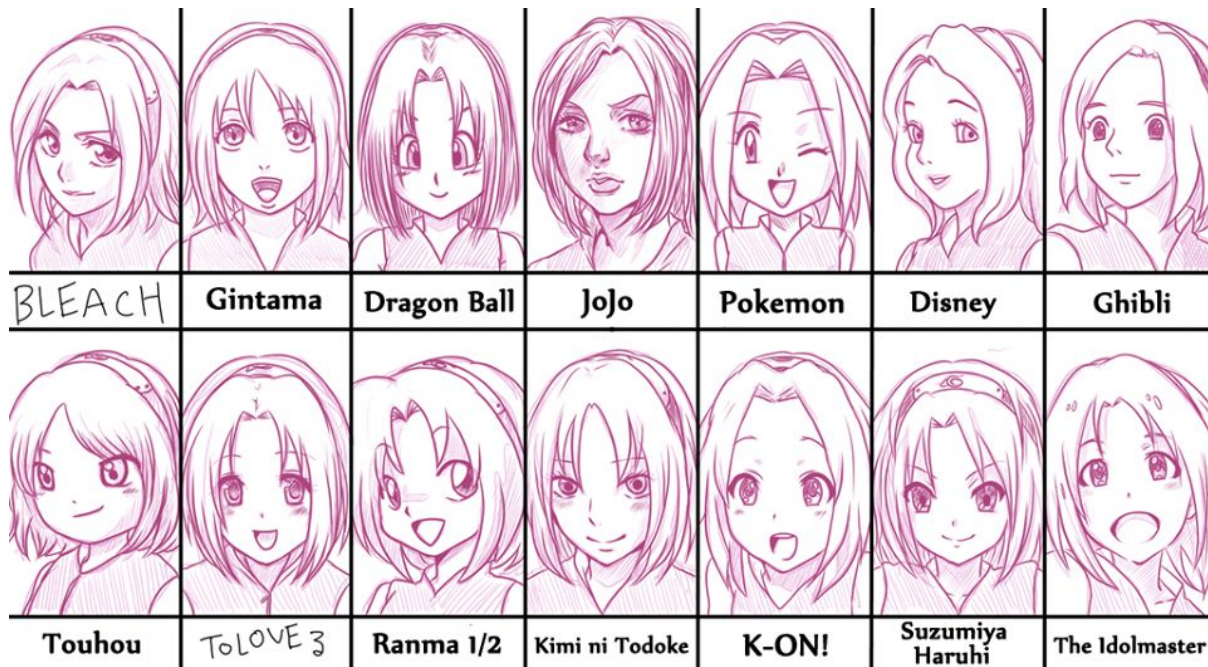
Week #3: Enchantment

Art Style

How the story describes the characters, indirectly.

How does each style depict the character?

STUFF THAT EXCELS IN... PT2 - ANIME

SCENERY PORN (NATURE)	SCENERY PORN (URBAN)	MINIMALISM	SURREAL	CINEMATOGRAPHY	COLOR PALETTE	COSTUME DESIGN	MOTION (STYLIZED)	MOTION (ACTION)	MOTION (REALISM)	USE OF 3D	ARTSY	QUALITY
GARDEN OF WORDS CoMix Wave Inc	METROPOLIS Madhouse Studios Tezuka Productions	KAIBA Madhouse	MIND GAME Studio 4°C	REVOLUTIONARY GIRL UTENA J.C.Staff	MAWARU PENGUINDRUM Brain's Base	PARADISE KISS Madhouse	DEAD LEAVES Production I.G.	SWORD OF THE STRANGER Bones	A LETTER TO MOMO Production I.G	GHOST IN THE SHELL: INNOCENCE Production I.G	A COUNTRY DOCTOR Shochiku Co., Ltd.	HIGURASHI NO NAKU KORO NI Studio Deen
IBLARD JIKAN Studio Ghibli	TEKKONKINKREET Studio 4°C	MY NEIGHBORS THE YAMADAS Studio Ghibli	NIGHT ON THE GALACTIC RAILROAD Group TAC	HYOUKA Kyoto Animation	HOUROU MUSUKO AIC A.S.T.A.	KURAGEHIME Brain's Base	REDLINE Madhouse	SEIREI NO MORIBITO Production I.G	JIN-ROH Production I.G	FIREBALL Jinni's Animation Studios	TORI NO UTA Toei Animation	MUSASHI GUNDOH ACC Production
MUSHISHI Artland	WINGS OF HONNEAMISE Gainax	WINDY TALES Production I.G	PAPRIKA Madhouse	WOLF CHILDREN Studio Chizu Madhouse	MONONOKE Toei Animation	MACROSS FRONTIER Satelight	GPB: WANWA THE DOGGY Studio 4°C	BIRDY THE MIGHTY: DECODE A-1 Pictures	AKIRA TMS Entertainment	CAT SHIT ONE Studio Anima	THE DIARY OF TORTOV RODDLE Robot	AKIKAN Brain's Base
NERAWARETA GAKUEN Sunrise	BASQUASH! Satelight	MERMAID Tezuka Osamu	ANGEL'S EGG Studio DEEN	NEON GENESIS EVANGELION Gainax	CASSHERN SINS Madhouse	FANTASISTA DOLL Hoods Entertainment	DORAEMON: NOBITA'S DINOSAUR Shin-Ei Animation	SAMURAI CHAMPLOO Manglobe	MEMORIES: MAGNETIC ROSE Studio 4°C	MAJESTIC PRINCE Dogakobo	THE TATAMI GALAXY Madhouse	SHINKYOKU SOKAI POLYPHONICA T.O Entertainment, Inc.
HANASAKU IROHA P.A. Works	AKU NO HANA Zexcs	SHIRANPURI Shirogumi Inc.	CAT SOUP J.C. Staff	GHOST IN THE SHELL Production I.G.	UCHOUTEN KAZOKU P.A. Works	UTA NO PRINCE-SAMA A-1 Pictures	NICHIJOU Kyoto Animation	FLCL Gainax Production I.G	ANIMATRIX: KID'S STORY Studio 4°C	BLACK ROCK SHOOTER Ordet	KANASHIMI NO BELLADONNA Mushi Production	And the worst of all, my dear /a/non? Why... the answer, of course, is in your heart.

Anime Themes

The genres and character archetypes define the medium. They help us as an audience understand what we're getting into, what we can rely upon, and what will ease us into the new world we're about to experience.

http://www.fluentu.com/japanese/blog/how-to-learn-japanese-through-anime-genres/

https://www.dailydot.com/parsec/how-to-identify-manga-anime-types/

http://tvtropes.org/pmwiki/pmwiki.php/Main/StockJapaneseCharacters?from=Main.AnimeCharacterTypes

Week #4: A whole different world

Explore the Japanese Culture!

How does Japanese culture and traditions leak into the anime they create?

http://iml.jou.ufl.edu/projects/Spring01/Newsome/culture.html

https://www.insidejapantours.com/japanese-culture/

https://owlcation.com/social-sciences/Cultural-Differences-Between-the-US-and-Japan

The Language

How does the Japanese Language change the way the characters speak?

http://esl.fis.edu/grammar/langdiff/japanese.htm

Week #5: World Building

Medieval magical worlds?

Why does it seem that all magical worlds are lost to the medieval ages?

http://www.lostkingdom.net/the-porcelain-argument-magic-versus-technology/

http://worldbuilding.stackexchange.com/questions/3953/why-would-a-magic-world-be-stuck-in-medieval-times

What Sparks Technology?

By understanding how our world's technology advanced, we can understand and make correlations to anime's technological worlds.

(Some anime even base their worlds off of ours!)

https://futurism.com/images/a-brief-history-of-technology/

https://en.wikipedia.org/wiki/History_of_technology

https://books.google.com/books?id=eMBG_soDdNoC&pg=PA29&lpg=PA29&dq=bubonic+plague+and+industrial+revolution&source=bl&ots=t1PMayJwoO&sig=afxRxbmUF5bD-e-w_wRbWq047_A&hl=en&sa=X&ved=0ahUKEwjM_6XXjI7TAhVHh1QKHf9fD_A4ChDoAQgpMAI#v=onepage&q=bubonic%20plague%20and%20industrial%20revolution&f=false

http://firstindustrialrevolution.weebly.com/causes-and-effects.html

Week #6: Morals

What is the moral?

The moral of a story is a lesson that is taught within the context of a tale, often using an analogy. In general, stories with morals are found in children's literature or, for adults, inspirational and motivational tales.

The most famous morality tales are Aesop's Fables, a collection of very short children's stories teaching moral lessons that are explicitly stated at the end in a maxim. Many of Aesop's maxims have passed into common usage, such as "a bird in the hand is worth two in the bush."

In adult literature, it's more common to find parables teaching morals. While fables use animals with human-like characteristics and inanimate objects as their story actors, parables exclude anthropomorphized characters. This is a relatively recent distinction, and many older parables do not follow this rule.

https://www.reference.com/education/moral-story-ca4e98bde66e4215

How to find the moral?

THEME: noun. literature. the lesson learned, or moral, of a story.

1. Think: What does the Main Character do that is inspiring? What should you be taking away from this? In tragedy, what did the main characters do wrong? (use ONE of these that works in the story)

2. What would the author want you to take away from his book?

3. What lesson did the characters learn?

4. Now take this away from the context. This is the theme, and it is usually a cliche.

Here: Short Story.

Once upon a time, some kid touched a hot stove, because it looked shiny smooth and he wanted to know how it felt. He screamed really loudly, and he burned his hand so bad he had to go to a hospital and couldn't use it for a week. The boy never touched the stove again.

1. (q2) You shouldn't touch a hot stove.

2. The author wants you to be cautious.

3. The kid learned to not just do something without asking first.

4. Curiosity killed the cat would work in this situation.

https://in.answers.yahoo.com/question/index?qid=20110607055417AAuVcCM

Why is it important to have?

How do morals improve the story?

Would not having a moral improve the story?

http://bigthink.com/against-the-new-taboo/the-moral-importance-of-fiction-and-literature

http://ezinearticles.com/?Importance-of-Story-Telling-to-Child-Development&id=3815791

SOL Videos/Activities

Have the kids draw!

- Their favorite character
- Themselves in their favorite anime
- Their own anime
- Their own powers
- Monsters
- etc...

Materials & Supplies

- Projector/Computer
- Drawing paper
- Pencils
- Good seating
- Internet access

Pro Tips by Kevin

- This class provides great moments for discussion. If you can really push the importance of what happens in each episode, you will help kids become more analytical and aware of what's going on.
- Providing real life examples of similar experiences that happened in the show will really open the eyes of the kids.
-

Local Connections

Buddhist Temple

Nihon Matsuri

Japan Sage Market

Global Connections

Anime is Art focuses mostly on Japanese culture and identity. The study and analysis of one culture builds a lens for kids to study other cultures as well.

Career Connections

Animator

Artist

Writer

Diplomacy: the profession, activity, or skill of managing international relations, typically by a country's representatives abroad.
Curiosity: a strong desire to know or learn something.
Compassion: sympathetic pity and concern for the sufferings or misfortunes of others.
Creativity: the use of the imagination or original ideas, especially in the production of an artistic work.

Power of One

Resources:

http://amazingstoriesmag.com/2013/04/anime-as-an-art-form/

https://prezi.com/xmxoq_dtxexh/anime-as-an-art/

https://www.japantoday.com/category/opinions/view/japanese-animation-a-true-art-form