[Template:Pp-semi-indef](/wiki/Template:Pp-semi-indef" \o "Template:Pp-semi-indef) [Template:Use dmy dates](/wiki/Template:Use_dmy_dates)

[Template:Anime and manga](/wiki/Template:Anime_and_manga) [thumb|Hentai illustration](/wiki/File:Hadako-tan.png) [thumb|150px|The word "hentai" written in](/wiki/File:The_kanji_for_Hentai.svg) [kanji](/wiki/Kanji)

[Template:Nihongo](/wiki/Template:Nihongo) [*Template:Audio*](/wiki/Template:Audio) [Template:IPAc-en](/wiki/Template:IPAc-en) (lit. "pervert") is a word of Japanese origin which is short for [Template:Nihongo3](/wiki/Template:Nihongo3); a perverse [sexual desire](/wiki/Sexual_desire). The original meaning of Hentai in Japanese Language is a transformation or a [metamorphosis](/wiki/Metamorphosis). A meaning of the [perversion](/wiki/Perversion) or the [paraphilia](/wiki/Paraphilia) was derived from there. Both meanings can be distinguished in the context easily.

In Japanese, the term describes any type of perverse or bizarre sexual desire or act; it does not represent a genre of work. Internationally, hentai is a [catch-all term](/wiki/Catch-all) to describe a genre of [anime](/wiki/Anime) and [manga](/wiki/Manga) [pornography](/wiki/Cartoon_pornography). English adopts and uses hentai as a genre of pornography by the commercial sale and marketing of explicit works under this label.

The word's narrow Japanese-language usage and broad international usage are often incompatible. [*Weather Report Girl*](/wiki/Weather_Report_Girl) is considered [yuri](/wiki/Yuri_(genre)) hentai in English usage for its depiction of lesbian sex, but in Japan it is just yuri. The definition clash also appears with the Japanese definition of yuri as any lesbian relationship, as opposed to its sexually explicit definition in English usage.

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## [[Phonetic]] of [[terminology]][[edit](/index.php?title=(none)&action=edit&section=1)]

[Template:Nihongo](/wiki/Template:Nihongo) [*Template:Audio*](/wiki/Template:Audio) is a [kanji](/wiki/Kanji) compound of 変 (*hen*; "change", "weird", or "strange") and 態 (*tai*; "appearance" or "condition"). It also means "[perversion](/wiki/Perversion)" or "abnormality", especially when used as an adjective.[[1]](#cite_note-1)[Template:Rp](/wiki/Template:Rp) It is the shortened form of the phrase [Template:Nihongo3](/wiki/Template:Nihongo3) which means "sexual perversion".[[2]](#cite_note-2) The character *hen* is catch-all for queerness as a peculiarity—it does not carry an explicit sexual reference.[[1]](#cite_note-1)[Template:Rp](/wiki/Template:Rp) While the term has expanded in use to cover a range of publications including homosexual publications,[[1]](#cite_note-1)[Template:Rp](/wiki/Template:Rp) it remains primarily a heterosexual term, as terms indicating homosexuality entered Japan as [foreign words](/wiki/Wasei-eigo).[[1]](#cite_note-1)[Template:Rp](/wiki/Template:Rp)[[2]](#cite_note-2) [Japanese pornographic works](/wiki/Pornography_in_Japan) are often simply tagged as [Template:Nihongo3](/wiki/Template:Nihongo3), meaning "prohibited to those not yet 18 years old", and [Template:Nihongo3](/wiki/Template:Nihongo3).[[2]](#cite_note-2) Less official terms also in use include [Template:Nihongo](/wiki/Template:Nihongo), [Template:Nihongo](/wiki/Template:Nihongo), and the English acronym AV (for "adult video"). Usage of the term hentai does not define a genre in Japan.

Hentai is defined differently in English. The [*Oxford Dictionary Online*](/wiki/Oxford_English_Dictionary) defines hentai as "a subgenre of the Japanese genres of manga and anime, characterized by overtly sexualized characters and sexually explicit images and plots."[[3]](#cite_note-3) The origin of the word in English is unknown, but [AnimeNation's](/wiki/AnimeNation) John Oppliger points to the early 1990s, when a [*Dirty Pair*](/wiki/Dirty_Pair) erotic [*doujinshi*](/wiki/Doujinshi) (self-published work) titled *H-Bomb* was released, and when many websites sold access to images culled from Japanese erotic [visual novels](/wiki/Visual_novel) and games.[[4]](#cite_note-4) The earliest English use of the term traces back to the rec.arts.anime boards; with a 1990 post concerning [Happosai](/wiki/Happosai) of [*Ranma ½*](/wiki/Ranma_½) and the first discussion of the meaning in 1991.[[5]](#cite_note-5)[[6]](#cite_note-6) A 1995 Glossary on the rec.arts.anime boards contained reference to the Japanese usage and the evolving definition of hentai as "pervert" or "perverted sex".[[7]](#cite_note-7) *The Anime Movie Guide*, published in 1997, defines [Template:Nihongo](/wiki/Template:Nihongo) as the initial sound of hentai (i.e., [the name of the letter *H*](/wiki/Ecchi#H), as pronounced in Japanese); it included that ecchi was "milder than hentai".[[8]](#cite_note-8) A year later it was defined as a genre in *Good Vibrations Guide to Sex*.[[9]](#cite_note-9) At the beginning of 2000, "hentai" was listed as the 41st most popular search term of the internet, while "anime" ranked 99th.[[10]](#cite_note-10) The attribution has been applied retroactively to works such as [*Urotsukidōji*](/wiki/Urotsukidōji), [*La Blue Girl*](/wiki/La_Blue_Girl), and [*Cool Devices*](/wiki/Cool_Devices). *Urotsukidōji* had previously been described with terms such as "Japornimation",[[11]](#cite_note-11) and "[erotic grotesque](/wiki/Ero_guro)",<ref name=wp>[Template:Cite web](/wiki/Template:Cite_web)</ref> prior to being identified as hentai.[[12]](#cite_note-12)[[13]](#cite_note-13)

## Etymology[[edit](/index.php?title=(none)&action=edit&section=2)]

The history of word "hentai" has its origins in science and psychology.[[2]](#cite_note-2) By the middle of the [Meiji era](/wiki/Meiji_era), the term appeared in publications to describe unusual or abnormal traits, including paranormal abilities and psychological disorders.[[2]](#cite_note-2) A translation of German sexologist [Richard von Krafft-Ebing's](/wiki/Richard_von_Krafft-Ebing) text [*Psychopathia Sexualis*](/wiki/Psychopathia_Sexualis) originated the concept of "hentai seiyoku", as a "perverse or abnormal sexual desire".[[2]](#cite_note-2) Though it was popularized outside psychology, as in the case of [Mori Ōgai's](/wiki/Mori_Ōgai) 1909 novel [*Vita Sexualis*](/wiki/Vita_Sexualis).[[2]](#cite_note-2) Continued interest in "hentai seiyoku", resulted in numerous journals and publications on sexual advice which circulated in the public, served to establish the sexual connotation of 'hentai' as perverse.[[2]](#cite_note-2) Any perverse or abnormal act could be hentai, such as committing [*shinjū*](/wiki/Shinjū) (love suicide).[[2]](#cite_note-2) It was [Nakamura Kokyo's](/wiki/Nakamura_Kokyo) journal [*Abnormal Psychology*](/wiki/Abnormal_Psychology_(journal)) which started the popular sexology boom in Japan which would see the rise of other popular journals like *Sexuality and Human Nature*, *Sex Research* and *Sex*.[[14]](#cite_note-14) Originally, [Tanaka Kogai](/wiki/Tanaka_Kogai) wrote articles for *Abnormal Psychology*, but it would be Tanaka's own journal [*Modern Sexuality*](/wiki/Modern_Sexuality) which would become one of the most popular sources of scholarly information about erotic and neurotic expression.[[14]](#cite_note-14) *Modern Sexuality* was created to promote [fetishism](/wiki/Fetishism), [S&M](/wiki/Sadomasochism), and [necrophilia](/wiki/Necrophilia) as a facet of modern life.[[14]](#cite_note-14) The ero-guro movement and depiction of perverse, abnormal and often erotic undertones were a response to interest in *hentai seiyoku*.[[2]](#cite_note-2) Following the end of [World War II](/wiki/World_War_II), Japan took a new interest in sexualization and public sexuality.[[2]](#cite_note-2) Mark McLelland puts forth the observation that the term "hentai" found itself shortened to "H" and that the English pronunciation was "[etchi](/wiki/Etchi)", referring to lewdness and which did not carry the stronger connotation of abnormality or perversion.[[2]](#cite_note-2) By the 1950s, the "hentai seiyoku" publications became their own genre and included fetish and homosexual topics.[[2]](#cite_note-2) By the 1960s, the homosexual content was dropped in favor of subjects like sadomasochism and stories of lesbianism targeted to male readers.[[2]](#cite_note-2) The late 1960s brought a sexual revolution which expanded and solidified the normalizing the terms identity in Japan that continues to exist today through publications such as [Bessatsu Takarajima's](/wiki/Bessatsu_Takarajima) *Hentai-san ga iku* series.[[2]](#cite_note-2)

## History[[edit](/index.php?title=(none)&action=edit&section=3)]

With the usage of hentai as any erotic depiction, the history of these depictions are split into its media. Japanese artwork and comics serve as the first example of hentai material, coming to represent the iconic style after the publication of [Azuma Hideo's](/wiki/Azuma_Hideo) *Cybele* in 1979. Japanese animation (anime) had its first hentai, in both definitions, with the 1984 release of Wonderkid's [*Lolita Anime*](/wiki/Lolita_Anime), overlooking the erotic and sexual depictions in 1969's [*One Thousand and One Arabian Nights*](/wiki/One_Thousand_and_One_Arabian_Nights_(film)) and the bare breasted Cleopatra in 1970's [*Cleopatra*](/wiki/Cleopatra_(1970_film)) film. Erotic games, another area of contention, has the iconic art style first depicted in sexual acts in 1985's [*Tenshitachi no Gogo*](/wiki/Tenshitachi_no_Gogo). The history of each medium itself, complicated based on the broad definition and usage.

### Origin of erotic manga[[edit](/index.php?title=(none)&action=edit&section=4)]

[thumbnail|Gratuitous illustrations of panties are a typical form of](/wiki/File:Akibachan5a.jpg) [fanservice](/wiki/Fanservice) [thumbnail|](/wiki/File:Tako_to_ama_retouched.jpg)[*The Dream of the Fisherman's Wife*](/wiki/The_Dream_of_the_Fisherman's_Wife) (1814) is a classic of Japanese erotic art ([*shunga*](/wiki/Shunga_(art))) Depictions of sex and abnormal sex can be traced back through the ages, predating the term "hentai". [Template:Nihongo](/wiki/Template:Nihongo), a Japanese term for erotic art, is thought to have and existed in some form since [Heian period](/wiki/Heian_period). From the 16th to the 19th century, Shunga works were suppressed by [shoguns](/wiki/Shogun).[[15]](#cite_note-15) A well-known example is [*The Dream of the Fisherman's Wife*](/wiki/The_Dream_of_the_Fisherman's_Wife) which depicts a woman being pleasured by two [octopi](/wiki/Octopi). Shunga production fell with the rise of pornographic photographs in the late 19th century.

To define erotic [manga](/wiki/Manga), a definition for [manga](/wiki/Manga) is needed. While the [Hokusai Manga](/wiki/Hokusai_Manga) uses the term "manga" in its title, it does not depict the story-telling aspect common to modern manga, as the images are unrelated. Due to the influence of pornographic photographs in the 19th and 20th centuries, the manga artwork was depicted by realistic characters. However, [Osamu Tezuka](/wiki/Osamu_Tezuka) has helped define the modern look and form of manga, and he is sometimes referred to as the "God of Manga".<ref name=history>[Template:Cite web](/wiki/Template:Cite_web)</ref>[[16]](#cite_note-16) His debut work [*New Treasure Island*](/wiki/New_Treasure_Island) was released in 1947 as a comic book through Ikuei Publishing and sold 400,000 copies,[[17]](#cite_note-17) though it was the popularity of Tezuka's [*Astro Boy*](/wiki/Astro_Boy), [*Metropolis*](/wiki/Metropolis_(manga)), and [*Jungle Emperor*](/wiki/Kimba_the_White_Lion) manga that would come to define the media. This story-driven manga style is distinctly unique from comic strips like [*Sazae-san*](/wiki/Sazae-san), and story-driven works are now dominating shoujo and shonen magazines.[[17]](#cite_note-17) Mature themes in manga have existed since the 1940s, but these depictions were more realistic than the cartoon-cute characters popularized by Tezuka.[[18]](#cite_note-18) Early well-known "[ero](/wiki/Eros_(concept))-[gekiga](/wiki/Gekiga)" releases were *Ero Mangatropa* (1973), *Erogenica* (1975), and *Alice* (1977).[[19]](#cite_note-19)[Template:Rp](/wiki/Template:Rp) The distinct shift in the style of Japanese pornographic comics from realistic to cartoon-cute characters is accredited to [Azuma Hideo](/wiki/Azuma_Hideo), "The Father of [Lolicon](/wiki/Lolicon)".[[18]](#cite_note-18) In 1979, he penned *Cybele* which offered the first commentary on unrealistic depictions of sexual acts between Tezuka-style characters. This would start a pornographic manga movement.[[18]](#cite_note-18) The lolicon boom of the 1980s saw the rise of magazines such as the [*Lemon People*](/wiki/Lemon_People) and [*Petit Apple Pie*](/wiki/Petit_Apple_Pie) anthologies.

The publication of erotic materials in America can be traced back to at least 1990, when [IANVS Publications](/wiki/IANVS_Publications) printed its first *Anime Shower Special*.[[20]](#cite_note-20) In March 1994, [Antarctic Press](/wiki/Antarctic_Press) released [*Bondage Fairies*](/wiki/Bondage_Fairies), an English translation of *Insect Hunter*.[[20]](#cite_note-20)

### Origin of erotic anime[[edit](/index.php?title=(none)&action=edit&section=5)]

Because there are fewer animation productions, most erotic works are retroactively tagged as hentai since the coining of the term in English. Hentai is typically defined as consisting of excessive nudity, and graphic sexual intercourse whether or not it is perverse. The term "[ecchi](/wiki/Ecchi)" is typically related to [fanservice](/wiki/Fanservice), with no sexual intercourse being depicted.

Two early works escape being defined as hentai, but contain erotic themes. This is likely due to the obscurity and unfamiliarity of the works, arriving in America and fading from public focus a full twenty years before importation and surging interests coined the Americanized term of hentai. The first is the 1969 film [*One Thousand and One Arabian Nights*](/wiki/One_Thousand_and_One_Arabian_Nights_(film)) which faithfully includes erotic elements of the original story.[[21]](#cite_note-21)[Template:Rp](/wiki/Template:Rp) In 1970, [*Cleopatra: Queen of Sex*](/wiki/Cleopatra:_Queen_of_Sex), was the first animated film to carry an X rating, but it was mislabeled as erotica in America.[[21]](#cite_note-21)[Template:Rp](/wiki/Template:Rp)

The term typically identifies the [*Lolita Anime*](/wiki/Lolita_Anime) series as the first erotic [anime](/wiki/Anime) and [original video animation](/wiki/Original_video_animation) (OVA); it was released in 1984 by Wonder Kids. Containing 8 episodes, the series focused on underage sex and rape and included one episode containing [BDSM](/wiki/BDSM) bondage.[[21]](#cite_note-21)[Template:Rp](/wiki/Template:Rp) Several sub-series were released in response, including a second *Lolita Anime* series released by Nikkatsu.[[21]](#cite_note-21)[Template:Rp](/wiki/Template:Rp) It has not been officially licensed or distributed outside of its original release.

[thumbnail|](/wiki/File:Lolicon_Sample.png)[Lolicon](/wiki/Lolicon)

The [*Cream Lemon*](/wiki/Cream_Lemon) franchise of works ran from 1984 to 2005, with a number of them entering the American market in various forms.[[22]](#cite_note-22) *The Brothers Grime* series released by Excalibur Films contained *Cream Lemon* works as early as 1986.[[23]](#cite_note-23) However, they were not billed as anime and were introduced during the same time that the first underground distribution of erotic works began.[[20]](#cite_note-20) The American release of licensed erotic anime was first attempted in 1991 by [Central Park Media](/wiki/Central_Park_Media), with *I Give My All*, but it never occurred.[[20]](#cite_note-20) In December 1992, [Devil Hunter Yohko](/wiki/Devil_Hunter_Yohko) was the first risque ([ecchi](/wiki/Ecchi)) title was released by [A.D. Vision](/wiki/A.D._Vision).[[20]](#cite_note-20) While it contains no sexual intercourse it pushes the limits of the ecchi category with sexual dialogue, nudity and one scene in which the heroine is about to be raped.

It was Central Park Media's 1993 release of [*Urotsukidoji*](/wiki/Urotsukidoji) which brought the first hentai film to American viewers.[[20]](#cite_note-20) Often cited for creating the hentai and [tentacle rape](/wiki/Tentacle_rape) genres, it contains extreme depictions of violence and monster sex.[[24]](#cite_note-24) It is notable for being the first depiction of [tentacle sex](/wiki/Tentacle_sex) on screen.[[25]](#cite_note-25) When the movie premiered in America it was described as being "drenched in graphic scenes of perverse sex and ultra-violence".[[26]](#cite_note-26) Sexual intercourse is depicted through simple graphic outlines. Notably, *Night Life* was not intended to be erotic so much as an instructional guide "to support married life". A series of "undressing" games appeared as early as 1983, such as "Strip Mahjong". The first [anime](/wiki/Anime)-styled erotic game was [Tenshitachi no Gogo](/wiki/Tenshitachi_no_Gogo), released in 1985 by [JAST](/wiki/JAST). In 1988, [ASCII](/wiki/ASCII_(company)) released the first erotic [role-playing game](/wiki/Role-playing_game), *Chaos Angel*.[[28]](#cite_note-28) In 1989, [AliceSoft](/wiki/AliceSoft) released the turn-based RPG [*Rance*](/wiki/Rance) and [ELF](/wiki/ELF_Corporation) released [*Dragon Knight*](/wiki/Dragon_Knight_(series)).[[28]](#cite_note-28) In the late 1980s, eroge began to stagnate under high prices and the majority of games containing uninteresting plots and mindless sex.[[28]](#cite_note-28) ELF's 1992 release of [*Dokyusei*](/wiki/Dokyusei) came as customer frustration with eroge was mounting and spawned a new genre of games called [dating sims](/wiki/Dating_sim).[[28]](#cite_note-28) *Dokyusei* was unique because it had no defined plot and required the player to build a relationship with different girls in order to advance the story.[[28]](#cite_note-28) Each girl had her own story, but the prospect of consummating a relationship required the girl growing to love the player; there was no easy sex.[[28]](#cite_note-28) The term "[visual novel](/wiki/Visual_novel)" is vague, with Japanese and English definitions classifying the genre as a type of interactive fiction game driven by narration and limited player interaction. While the term is often retroactively applied to many games, it was [Leaf](/wiki/Leaf_(Japanese_company)) that coined the term with their "Leaf Visual Novel Series" (LVNS) with the 1996 release of [*Shizuku*](/wiki/Shizuku) and [*Kizuato*](/wiki/Kizuato).[[28]](#cite_note-28) The success of these two dark eroge games would be followed by the third and final installment of the LVNS, the 1997 romantic eroge [*To Heart*](/wiki/To_Heart).[[28]](#cite_note-28) Eroge visual novels took a new emotional turn with [Tactics'](/wiki/Tactics_(brand)) 1998 release [*One: Kagayaku Kisetsu e*](/wiki/One:_Kagayaku_Kisetsu_e).[[28]](#cite_note-28) [Key's](/wiki/Key_(company)) 1999 release of [*Kanon*](/wiki/Kanon_(visual_novel)) proved to be a major success and would go on to have numerous console ports, two manga series and two anime series.

## Censorship[[edit](/index.php?title=(none)&action=edit&section=7)]

[Template:See also](/wiki/Template:See_also) Japanese laws have impacted depictions of works since the [Meiji Restoration](/wiki/Meiji_Restoration), but these predate the common definition of hentai material. Since becoming law in 1907, Article 175 of the [Criminal Code of Japan](/wiki/Criminal_Code_of_Japan) forbids the publication of obscene materials. Specifically, depictions of male-female sexual intercourse and [pubic hair](/wiki/Pubic_hair) are considered obscene, but bare genitalia is not. As censorship is required for published works, the most common representations are the blurring dots on pornographic videos and "bars" or "lights" on still images. In 1986, Toshio Maeda sought to get past censorship on depictions of sexual intercourse, by creating tentacle sex.[[30]](#cite_note-30) This led to the large number of works containing sexual intercourse with monsters, demons, robots, and aliens, whose genitals look different from men's. While western views attribute hentai to any explicit work, it was the products of this censorship which became not only the first titles legally imported to America and Europe, but the first successful ones. While uncut for American release, the United Kingdom's release of [*Urotsukidoji*](/wiki/Urotsukidoji) removed many scenes of the violence and tentacle rape scenes.[[31]](#cite_note-31) It was also because of this law that the artists began to depict the characters with a minimum of anatomical details and without pubic hair, by law, prior to 1991. Part of the ban was lifted when [Nagisa Oshima](/wiki/Nagisa_Oshima) prevailed over the obscenity charges at his trial for his film [*In the Realm of the Senses*](/wiki/In_the_Realm_of_the_Senses).[[32]](#cite_note-32) Though not enforced, the lifting of this ban did not apply to anime and manga as they were not deemed artistic exceptions.[[18]](#cite_note-18) However, alterations of material or censorship and even banning of works are common. The U.S. release of the [*La Blue Girl*](/wiki/La_Blue_Girl) altered the age of the heroine from 16 to 18 and removed sex scenes with a dwarf ninja named Nin-nin, and removed the Japanese censoring blurring dots.[[21]](#cite_note-21) *La Blue Girl* was outright rejected by UK censors who refused to classify it and prohibited its distribution.[[21]](#cite_note-21)[[33]](#cite_note-33) In 2011 the [Liberal Democratic Party of Japan](/wiki/Liberal_Democratic_Party_of_Japan) sought a ban on the subgenre [lolicon](/wiki/Lolicon).[[34]](#cite_note-34)[[35]](#cite_note-35)

## Demographics[[edit](/index.php?title=(none)&action=edit&section=8)]

[150px|thumbnail|Hentai is often age-restricted](/wiki/File:Toys_Otaku_Buy_3.jpg) The most prolific consumers of hentai are men. Eroge games in particular combine three favored media, cartoons, pornography and gaming, into an experience. The hentai genre engages a wide audience that expands yearly, and desires better quality and storylines, or works which push the creative envelope.[[36]](#cite_note-36)