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Descrizione fisica	1 online resource (272 p.)
Collana	Brill eBook titles
Disciplina	741.5952
Soggetti	Animated films - Japan - History and criticism Art, Japanese - 20th century Comic books, strips, etc - Japan - History and criticism Monsters in art Motion pictures - Japan - History Electronic books.
Lingua di pubblicazione	Inglese
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. [226]-233) and index.
Nota di contenuto	Preliminary Material -- Introduction: Context and Contemporary Scene -- Geisha and Robot -- New Vienna School Approach -- Ykai Art from Prehistory to Modernity -- Multitude of Monsters in Multimedia -- Ykai in Cinema, 1968 -- 2008 -- Monster Landscapes -- Bibliography -- Glossary of Terms -- Glossary of Persons -- Index.
Sommario/riassunto	Traditional Monster Imagery in Manga, Anime and Japanese Cinema builds on the earlier volume Anime and its Roots in Early Japanese Monster Art , that aimed to position contemporary Japanese animation within a wider art historical context by tracing the development of monster representations in Edo- and Meiji-period art works and post-war visual media. While the previous volume concentrated on modern media representations, this work focuses on how Western art historical concepts and methodology might be adapted when considering non-Western works, introducing traditional monster art in more detail, while also maintaining its links to post-war animation, sequential art and Japanese cinema. The book aims at a general readership interested in

Japanese art and media as well as graduate students who might be searching for a research model within the fields of Animation Studies, Media Studies or Visual Communication Design.

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