

Title: “Just one more episode!” Anime Overtime and the Otaku Today

Summary: Japanese animation, or Anime, typically has been a part of history since 1917. Japanese artist during that time period would get influences by western animation such as Disney and animations from the silent era. The beginning of Japanese animation would usually tell stories of old Japanese folklore and make its audience more for children. The art style consisted of a limited variety, typically focused on clean straight lines. Post World War II the idea of movement became a bigger deal in animation. As well as the complexity and consistency of different art styles. Animators such as Osamu Tezuka’s, Hayo Miyazaki, and Yasuo Otsuka have changed the realm of anime and possibilities of it.

Today, anime is known for its larger than life characters, iconic figures, big eyes, and funky hairstyles. It now has the opportunity to appeal to a variety of audiences with its different genres, themes, and characters to satisfy anyone who is a fan. Such audiences may include; children, young adults, adults, sports fans, and the LBGTQ community. It has even gained audiences all over the world and not just Japan. With this being said, anime has gained such a popularity that it now has conventions, video games, and clubs dedicated to the fandom. Fans can have the opportunity to cosplay (costume play) has their favorite anime or manga (Japanese comic book) with other fans and even do this has a career. In this essay, I will discuss how anime has changed over time with its quality of art, storytelling techniques, and the fans it has gained globally. I will also go into detail of what anime may mean to others and what it means to be a true Otaku.

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