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MEDIATISED IMAGES OF JAPAN IN EUROPE: THROUGH THE MEDIA KALEIDOSCOPE

MUTUAL IMAGES

ISSUE 6 - SPRING 2019

A TRANSCULTURAL RESEARCH JOURNAL

FOUNDED BY

AURORE YAMAGATA-MONTOYA, MAXIME DANESIN & MARCO PELLITTERI

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EDITED BY

MARCO PELLITTERI & CHRISTOPHER J. HAYES



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The Citi Exhibition: Manga マンガ -

Exhibited at the British Museum

London: British Museum, 23 May - 26 August 2019

Review by Bounthavy SUVILAY | University of Montpellier III and University Paris-

Ouest, France

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Since the British Museum is not primarily an art museum, but an institute that preserves and presents the historical products of human culture, it has some impressive collections of Japanese graphic art, dating from the 1600s to the present. Among these works, 110 are described as manga. There were also three small manga exhibitions prior to this. So, it is not surprising that this museum holds one of the largest ever exhibitions of manga outside Japan for 2019.

The three curators, Nicole Coolidge Rousmaniere, Uchida Hiromi and Matsuba Ryoko, worked for two years with the Japanese artists, publishers and the OPMA (Organization for Promoting Manga and Animation), in order to display real genga (original drawings). This is a very unique feature since sketches are very fragile and never meant to be displayed more so than paintings or Japanese woodblock prints. That is why the Tezuka's *genga* have to be rotated in order to preserve the ink and paper from the bright lights. Even in Japan, most manga exhibitions only display facsimilia.

Alluding to *Alice's Adventures in Wonderland*'s rabbit, the mascot Mimi-chan leads the visitors and invites them to explore six thematic zones. The first one, 'Understanding Manga', describes manga's visual grammar and the editorial process with drawing with live footage and video interviews of staff members from four major publishers. 'Power of Storytelling' is an area dedicated to manga history: different formats are displayed in order to draw parallels between woodblock print industry and modern publishing. Influences from film and animation are highlighted in order to show early media convergence. These two zones are a starting point and obligatory element of passage in order to help visitors understand the basics of the manga and then wander around the rest of the exhibition. The third zone, 'Seen and Unseen Worlds', displays various themes and genres from Boy Love to giant robots, sport, horror and transformation. The influence of manga on Japanese society is shown in the fourth zone through short films shot during the Comiket and the World Cosplay summit. The fifth exhibition zone is devoted to a selection of major historical and modern manga artists' works in original drawings and blown-up versions of their iconic characters. The last zone examines avant-garde expression, media crossover, gaming and manga's growing international reach and cultural influence.

The event presents 50 manga artists, 70 titles and 162 works from historical art to digital experiments. A wide range of images are displayed: large-scale reproductions on the walls, original drawings and illustrations preserved from direct light, traditional prints, film and video games excerpts. The curators took into account the other manga events available at the same time in London in order to make the exhibitions complementary and show the greatest variety of artists. But they still have to select only a few panels and drawings and it is always complicated to show a single page extracted from a manga that can span through several volumes. There are very brief descriptions in the exhibition and longer ones in the catalogue in order to summarise the narratives. "We felt very strongly that if you just can get an idea of the story and you see some really iconic images, then you'll be compelled to look at it yourself', said Nicole Coolidge Rousmaniere. "So, this is about giving you the skill to read manga, introducing you to the stories and inviting you to find the ones you like and then you could look for them." That is why there is a dedicated space where the visitors can handle and read manga in order to feel the various book formats. "The idea of the bookstore came because a lot of comments were made to us that people were saying manga are things you should read not look at on a wall", recalled Nicole Rousmaniere. QR codes are also available so people can have freely download or stream digital manga.

Unlike a traditional British Museum exhibition, there is a lot of modern technological devices as the curators try to attract a younger audience. For example, there is a digitally led display of a bookstore, a digital experience based around Hoshino Yukinobu's *Professor Munakata's British Museum Adventure*, and a rendering of Comic Takaoka, the oldest surviving manga bookshop in Tokyo. In the themed exit, the visitors can be 'manga-fied' in a special photo booth.

Finally, I must emphasise that many items have been made specifically for this exhibition. The films were shot by teams from the British Museum in Tokyo and Nagoya. The mascot was drawn by the manga artist Kōno Fumiyo. The giant tones panels hanging from the ceiling were drawn by a local manga artist Shangomola Edunjobi, who won a silver at The Twelfth Japan International MANGA Award organised by the Japan Foundation in 2019. This exhibition is not only an invitation to explore the manga world but it's also an attempt to build bridges between times and civilisations.

ABOUT THE AUTHOR

Bounthavy SUVILAY is a PhD candidate in University of Montpellier III. Her research is focused on the transmedial adaptations of narratives (manga, anime, video games, toys) and their transnational circulation. She uses the Dragon Ball IP as a case study of Japanese media mix that is transformed according to different editorial policies over time by French content industries. Her research interests also relate to video games and she is the author of Indie Games: Histoire, artwork, sound design des jeux vidéo indépendants.