



# Manga: The Art of Conveying Emotion

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## INTRODUCTION

Ever heard of the Pokemon craze--the trading cards that show vividly colored characters with cool abilities? This project will explore how manga--the origins of Pokemon--appeals to readers who may not have the same neurological imagination and empathy as their neurotypical peers, and how, through the use of anime, these products act as a key to open one's mind in a more emotional and artistic way. Graphic novels can evoke and control one's emotions. Manga is a form of Japanese graphic novel. On the printed page, manga is read from to right to left, unlike Western novels, which are read left to right. Anime is Japanese animation, which borrows heavily from manga. These artistic forms began through the work of manga artist Osamu Tezuka.

## CONCLUSIONS AND ANALYSIS

Overall, I'm proud that I got an opportunity to practice my career interest while in high school, and I learned many valuable lessons. Time management and being mindful of deadlines are imperative in an art career, but it is difficult to balance these with inspiration, which ebbs and flows. Therefore, using a forum--such as the AAR class--as my structure for developing my creative work has been both useful and stressful. The experience has taught me these lessons:

- It is important to conduct independent research, in order to create your characters and build creative worlds.
- There are at least 12 important facts to add on creating a character, with a certain role in the story.
- Facial expressions and gestures can be drawn and planned out with curved lines and easy shapes.
- I am going to try drawing at a certain angle and adding more emphasized expressions to my characters order to convey their naivete in war.
- Artists have a larger workload than writers when creating a project.

## DATA AND FINDINGS

Table #1, Settings and Major Influences

Pars	Iran
Lusitania	Byzantine, Post Rome, Iberia
Neo Olympos	Ancient Greece, Macedonia
Sindhura	India, Pakistan, Sri Lanka, Bangladesh
Noors Amman	North Africa
Avyra	Israel, Jordan, Lebanon, Qatar
Aatish clan	Afghanistan
Tsandil clan	Turkmenistan
Kaktse clan	Tajikistan
Yulat clan	Uzbekistan

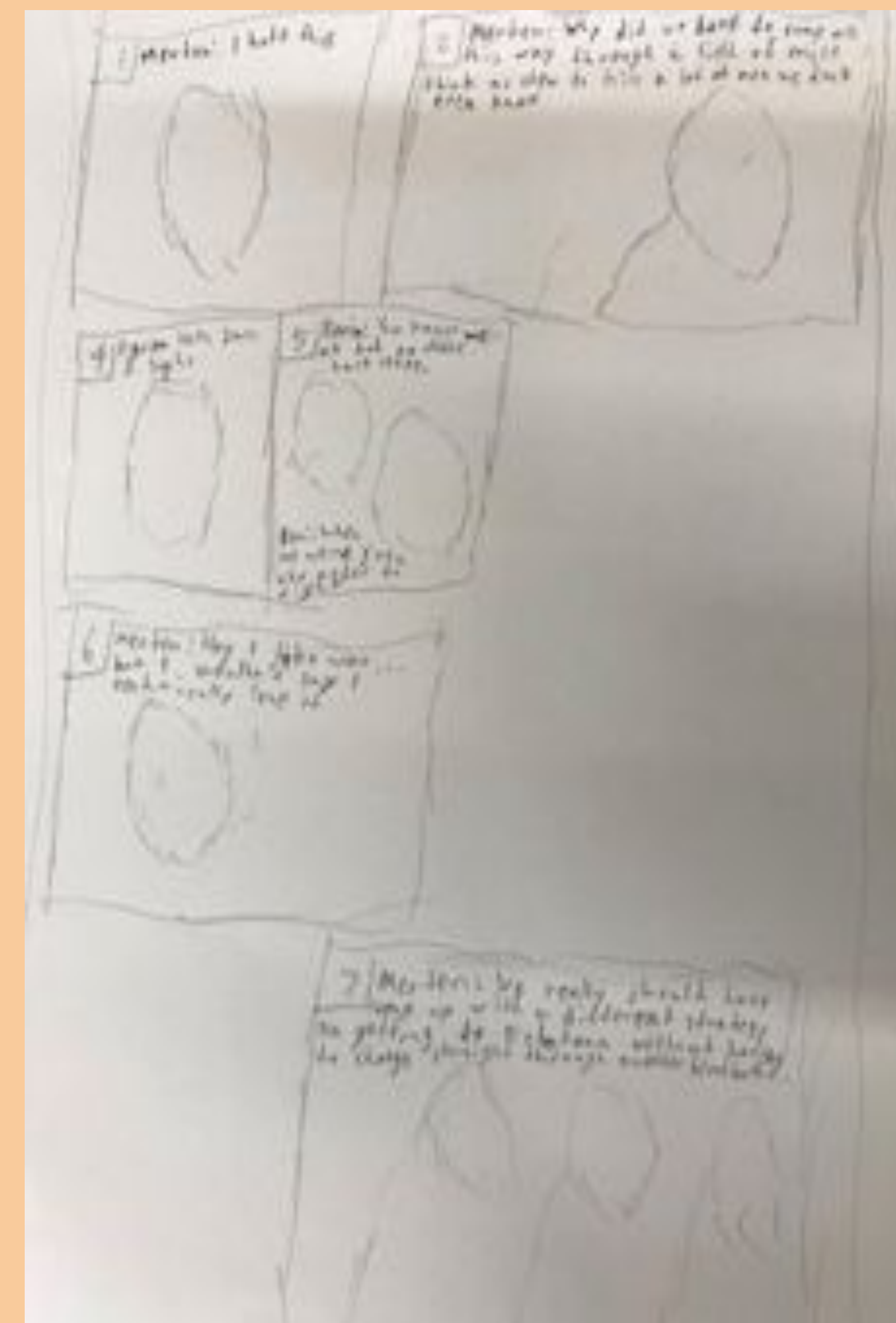


Table #2 Main characters

Etoile Backstory:	Birthplace: Vesperos, Lusitania Weapons: Bow, Broadsword
Fariha Backstory:	Birthplace: Prometheus, Neo Olympos Weapons: Sword and Shield
Merten Backstory:	Birthplace: Prometheus, Neo Olympos Weapons: Sword, Spear, Shield
Benjamin Backstory:	Birthplace: Mercury, Lusitania Weapons: Sword, Shield, Spear
Adil Backstory:	Birthplace: Yakamoz, Kulfira Weapons: Combat Shield Chain and spiked mace
Zufar Backstory:	Birthplace: Tibicena, Noors Amman Weapons: Glaive shortsword
Tariq Backstory:	Birthplace: Makara, Sindhura Weapons: Dual Swords
Homaira Backstory:	Birthplace: Aatish Clan Weapons: Chain and dagger throwing knives
Rhekmina Backstory:	Birthplace: Aatish Clan Weapons: Longbow two short swords
Naja Backstory:	Birthplace: Aatish Clan Weapons: Halberd and crossbow

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## RESEARCH METHODOLOGIES

I took an art class outside of school. I am learning how to create comics, which is a more artistic skill. For this project, I planned a comic showcasing some original characters I've created with social disorders. For my completed project, I'm going to extract panels from comic pages and short clips from anime that show determination, excitement, satisfaction, and depression, in order to help relate to how social disorders are important in the plot of a story, and help the reader connect with those feeling and experience it later in life. I'm also going to show literary devices such as Irony, Satire, and Absurdity to enhance the true meaning of the story and give explicit hints so the reader can guess the morals.

These panels will be based off of a small 9-chapter book from my planned series, *The Song of Ester*. It will portray how plot and characterization can help create connections in life. The series will also have good messages such as character disabilities to effectively communicate, and the traumas of slavery and colonialism. (Example: Pars uses the traumas of slavery and colonialism of many middle eastern lands, while expanding power under a rule of corruption.)

## IMPLICATIONS, AND NEXT STEPS

The whole finished project will be 140 chapters, posted online as a web comic. *The Song of Ester* is supposed to hold secret symbolic lessons regarding the trauma of colonialism, mental disabilities, and finding a sense of individuality; however, I wasn't able to complete all of the drawings in time for my project presentation. As a result, I need to continue gaining experiences as an artist, which I plan to do, and I look forward to creating better boundaries and deadlines in future artistic projects so that I can share my final vision by the deadline.

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