



MANGA ART

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Abstract:

This research paper aims to provide an in-depth analysis of manga art. Different resources such as articles, interviews, research papers, and other relevant sources were thoroughly learned and referred to, and used for this research paper. This paper explores the origins of manga through the ages and the development of manga. The paper also discusses the diverse genres and sub-genres of manga, such as shonen, shojo, seinen, and josei, and their themes. Furthermore, the impact manga art has on culture in Japan and worldwide will be discussed. Finally, the paper's sole concentration will be on different mangakas and one of their manga focusing mainly on their art style and techniques. The findings of this study contribute to a better understanding of manga art.

Keywords: Manga Art, Impact of Manga on Culture, History of Manga, How to make a manga, Different genres of Mangas

I. Introduction:

There is always a craze when it comes to comics or paneled storytelling, all love reading comics. The craze has made different countries and artists all over the world come up with different forms of art style and storytelling styles. Manga is a Japanese comic with graphics, panels, and storytelling. Each manga is a creation with unique elements blending emotions, storytelling, and amazing artwork. Manga is often a mixture of friendship, actions, and romance, but it is also used to discuss cultures, politics, history, current affairs, and other things.

This research paper discusses manga art is a form of Japanese comic art that has gained immense popularity worldwide. The study of manga art is a growing field, with researchers exploring various aspects of this art form, including its cultural significance, historical development, social impact, and aesthetic value. Scholars have identified the distinctive visual and narrative elements of manga, as well as its impact on popular culture and the media. The study of manga is not only limited to art and cultural studies, but also encompasses other fields such as psychology, education, and sociology. There was a rise in the manga industry in the past few decades and a major rise, especially in the past decade due to the growing trends, pop culture, entertainment, and even technology.

This study will conduct a detailed study of the mangas and their artwork by examining the visual works. We examine the different styles and techniques used in manga art and the role of manga artists in shaping the industry. Manga and manga art are fascinating and rapidly evolving art form that continues to capture the imaginations of people worldwide.

II. Methodology:

The methodology used to research this paper Manga art is qualitative data and literature review. I read over 40 mangas and collected the necessary data required for the research paper from different genres and studied different types of artworks. The aim was to explore the visual styles and techniques used in manga art.

The history of manga and its evolution from scrolls to the present manga and milestones set by



different mangas were studied by conducting a review of popular academic literature. Multiple journals, blogs, and articles were referred to in the process of learning the different genres of manga and the development of manga.

Multiple relevant questions and statements were formed and then researched with the help of different online blogs, and articles to give a detailed analysis of various topics related to manga and manga art.

Manga panels and mangas of different mangakas were used for this research paper. The techniques used in drawing the manga were learned from the interviews with different mangakas. Various art analysis videos were referred from YouTube in order to learn manga art.

In the end, conclusions were drawn from thorough research and an understanding of manga art. Manga art's further evolution is predicted towards the end due to the increasing number of fans worldwide. This research paper will be helpful in learning and understanding various aspects of manga, different mangakas, and mainly manga art.

III. DISCUSSION:

1. What is Manga?

Manga can be defined as a form of art that originated from Japanese soil and has become popular worldwide. Manga was primarily intended for Japanese-speaking readers. But, because of its distinctive graphic form and compelling narratives, manga has become more and more well-liked worldwide. Manga is a Japanese comic that has its art style and ability to tell stories in an artistically sophisticated way making it one of the most popular forms of storytelling today.

The word manga comes from two Japanese words: "man," which means "whimsical or impromptu," and "ga," which translates to "pictures" (Ryan). In Japan, Manga is used for both comics and cartoons but outside Japan they are used for comics published in Japan. Each manga chapter is published weekly or monthly in manga magazines Weekly Shonen Jump, Weekly Young Jump, Weekly Shonen Magazine, etc. Then, collectively these manga chapters are published and sold in tankōbon volumes across Japan and worldwide.

Manga is usually written and drawn in black and white. However, some special manga chapters tend to release in color as well. Manga has a strong connection to Japanese culture and society.

2. History of Manga:

1.1 Prehistoric Manga:

One of the outstanding and phenomenal parts of Japanese art and culture is manga. Manga is set to originate from emakimono (scrolls) tracing back to the 12th or 13th century. Scrolls had set a major foundation for 'Modern Manga'. There is no accurate data on the first manga ever because of the non-existence of handwritten records. There are a few mangas preserved in different museums which is better called 'Prehistoric Mangas'.

The "Tale of the Monkeys" is one of the few scrolls to be found from the 1500s. The story in the scroll shows monkeys acting in serious and comical human ways with the presence of strong art and visual action over texts.

By the 1700s Japanese artists started combining texts and pictures in novels. It was mainly published to rich families and clans and the literate class in society.

In 1814, after the publishing of 'Hokusai Manga' a series of picture books by Artist Katsushika Hokusai brought the word 'Manga' great attention commonly referring to picture books.

In 1858, Japan opened for international trade. The first newspaper was created including 'Japan Punch' by Charles Wirgman published from 1862–1887. This inspired a lot of Japanese artists and writers to establish similar publications.

The manga we know today has been originated from the international background of serialized comic strips. In the 1920s Okamoto Ipei founded a school for manga artists to work on their individual styles for making comics.

In the late 1940's after the post-war, Japanese people started to print cheap long-format storytelling manga called 'Akahon' (red books) sold in roadside stalls. They sold over 4 million copies.

2.2 Modern Manga:

After post-world-war II Japan found itself under US occupations. This was a major step for modern manga. Americans brought in their comics and cartoons, inspiring Japanese artists to create their own comics and art styles. Among the artists, there was Osamu Tezuka, who created the famous Astro Boy. Tezuka is known as the God of Manga and the Godfather of Anime. Astro Boy quickly became beloved by the Japanese and everywhere. The manga Astro Boy has sold approximately 100 million copies worldwide. Astro Boy gave rise to modern manga and all other mangas that came after that. It inspired many to become mangakas and write and draw mangas (McCarthy).



With Astro Boy, the world came to know about manga. Many mangas started to sell international soils which now has a major part in otaku culture. This started Japanese artists to become mangakas and write their own mangas with their own style of storytelling and art.

Two of the most English-translated manga are Akira and The Lone Wolf and The Cub. The mangas like Dragon Ball, One Piece, Naruto, and Bleach started manga culture and boosted anime and manga sales worldwide. People all over the started buying copies and volumes of these mangas.

3. What is the difference between Manga and Western Comics?

Even though both manga and Western comics use visuals, texts, and panels to tell a story, there are differences between Manga and Western comics. First, the panel layout differs in both: in the manga, it is read right to left, and in Western comics, it is read left to right. Manga chapters are mostly released in black and white and in rare cases colored chapters, whereas Western comics are released in color. Mangas are released in shogun magazines and then published as volumes. Western comics are released as comic books. Manga moves at a noticeably slower pace, and the emphasis on action is diminished. Unlike the creators of American comics, mangaka takes their time when telling stories and character development. Whereas full-page spreads in American comics are devoted to actions, full-page spreads in manga are devoted to emotional reactions.

4. Why are Mangas black and white?

When competing with Western comics why to stay mangas stay in black and white? The main reason why mangas are black and white is World War II. In order to quickly deliver their issues to soldiers during World War Two, manga artists began to draw in black and white. Publishers intended to keep the cost of manga cheaper for the buyer, therefore they published it in black and white. As a consequence of the increased cost of ink and the strict deadlines for weekly releases, mangakas write chapters in black and white to save time and money.

any mangakas have few assistants or even none at all, so there will be a small chance of having a colorist. It is very difficult to color multiple pages of chapters with strict deadlines. But in special chapter releases they release color chapters or release one or two color panels in weekly releases. Often color chapters of a manga are released after months or years of completion of the manga (KEMNER).

5. Influence of manga on culture in Japan and outside Japan

Manga is one of the most read and popular forms of entertainment in Japan and outside Japan. It has a vast diversity of genres and topics to read for boys and girls, fantasy, adventure, friendships, adults, and many more to go. Due to the increasing popularity of manga, it is used to portray political issues, be the voice of the public, global issues, and other problems (McCarthy).

Manga has contributed to influencing the culture outside Japan due to its fans all across the globe. Manga has made fans worldwide buy manga volumes, collectibles, merchandise, animes, video games, etc due to its increasing popularity. It plays a major role in the fashion industry like cosplays and dress-up events. Manga has a very great influence on the video game industry. The recent game called "Elden Rings" has many references and inspiration from the manga "Berserk". The characters, visuals, storytelling, and many techniques are inspired by mangas. The influence of manga on culture is major in and outside Japan.

6. Manga as an art form

Here I will be describing art forms in terms of visual arts and storytelling. People don't talk much about how mangas and a few manga panels are just art. Manga is a Japanese form of sequential art that typically consists of black-and-white illustrations. Some mangas have a storyline and artwork to keep you hooked from the first chapter. Mangaka uses a variety of techniques to create their artwork, including line work, shading, and the use of screen tones to add texture and depth to every chapter. The art style of a mangaka must remain the same in all chapters and must be done within a week. With all this, some mangakas bring out pure art that is astonishing, some of which should be in museums.

7. Mangakas and their work

Every manga is unique and is a work of art created by mangakas. Every mangaka has its own art style and way of storytelling. I personally think Seinen mangas have better art than other manga genres hence I will be working on five mangakas and one of their works.

7.1 Takehiko Inoue

Introducing Takehiko Inoue, the most realistic art style and passionate mangaka of Slam Dunk, Vagabond, and Real. Takehiko Inoue is a mangaka who contributed to setting the bar too high and altering public perceptions of manga with his amazing art style.



Takehiko Inoue was born in 1967 in Okuchi, Japan. He was very fond of basketball and was a member of the junior high basketball team which inspired him to create Slam Dunk. He dropped out of college and moved to Tokyo to pursue his career in manga.

With his second manga, Slam Dunk, about a basketball team from Shohoku High School, Inoue achieved fame. It was first published in Shueisha's Weekly Shonen Jump and in Japan,

only over 100 million copies have been sold. It was declared Japan's favorite manga in 2007.

His next work, Vagabond which he wrote and illustrated is a highly acclaimed manga series, known for its exceptional artwork and storytelling. He started working on Real manga while working on Vagabond in 1999. Real manga focuses on wheelchair basketball which is still ongoing. In 2001, it received Excellence Prize in Japan Media Art Festival (Takehiko Inoue).

7.1.1 Vagabond(1998- 2015(haitus))



Figure:7.1.1, Vagabond, Takehiko Inoue

The manga is based on the novel "Musashi" by Eiji Yoshikawa and tells the story of Miyamoto Musashi, a legendary swordsman in feudal Japan. The manga series is serialized in Weekly Morning magazine and has been published in over 30 volumes with 327 chapters. The manga is currently on hiatus since 2015 which was supposed to be for four months. The fandom is waiting for its majestic return and finishes the manga. No anime studios have come forward to adapt it into anime because they will not be able to replicate the artwork.

The manga includes a dash of romance, drama, excitement, nudity, mystery, and action. It depicts realistic depictions of characters with human emotions, unlike the stereotypical manga characters with large shiny eyes and cute bodies. The storyline of the manga is about the journey of Miyamoto Musashi, who is a samurai traveling through Japan during the Edo period. The manga is more about the growth of a man. On his journey, he encounters many duels, grows stronger, and learns about himself. During his journey, he starts to fall in love with his childhood friend whom he is in love with. He wins

and loses duels and grows throughout his journey to be the strongest in Japan. His fame rose all over Japan after he won the fight with seventy men. The story reaches the hiatus point when his equal Kojiro were meant to meet at the capital (Inoue). The characters are well-written and the illustrations help us to show the growth of the characters and their maturity.

One of the most notable features of Vagabond is Inoue's incredible artwork and art style. He draws his characters with such details and emotions making them look like actual human portraits. His cross-hatching, vertical and horizontal shading, ink strokes, and lighting techniques used throughout the manga do vary from panel to panel. He used to draw mangas with a G-pen, but it felt like he was not able to express himself or the dirtiness in his mangas. He used the paintbrush to paint blood in the mangas. Later around the 14th volume (Arts), Inoue switches completely to a paintbrush where he was able to draw freely. The battlefields, swords, animals, blood, and clothes are drawn perfectly down to the last-minute details. From Figure 71.1 Musashi



believes that by practicing on water, he can train himself to be more attuned to the natural flow of things and develop a greater sense of flexibility and fluidity in his movements. This also hikes the interconnectedness of the katana and its wielder (Inoue).

I pay huge respect to his work, he created such an impact on the manga world. The objective was to give an experience to the readers with a solid story with the help of illustrations that stand out.

7.2 Boichi

Next mangaka is very known in the Japanese manga industry despite being Korean. Moo-Jik Park, better for his pen name 'Boichi'. He

uses pens, inks, and even tablets to draw manga. He started off in Korea as a manhwa artist and then moved to Japan to start his manga career. He made his debut as a manga artist in Japan in 2004 with the one-shot "Liberamente" which was published in Weekly Shonen Jump.

Next, he worked on Sun-Ken-Rock from 2006 to 2016 which was serialized in the bi-weekly magazine Young King. Through this, he received world recognition for his art style and work. He worked on multiple one-shots before his major hit "Dr. Stone" in 2017. It is written by Riichiro Inagaki and illustrated by Boichi. It was a huge hit from the initial chapters and even received an anime adaption too (Otaku).

7.2.1 Sun-Ken-Rock(2006-2016)



Figure:7.2.1, Sun-Ken-Rock, Boichi

Sun-Ken-Rock is a manga written and illustrated by Boichi. It was serialized from 2006 to 2016 in a magazine called Young King with 25 volumes. It was his major manga to be serialized and gave his career a boost. With its unique artwork and style, no anime studio has even come close to adapting it into anime.

With gangsters and the underworld, this seinen manga keeps you hooked from the very start if you are into action, fast-paced, romance. The manga is the story of Ken who moved to Korea in order to join the police but he soon finds himself involved in the underworld and gangs. Ken soon joins a gang and becomes their leader and fights other gangs to rise to power in Korea. Ken turns out to be an anti-hero along with his girlfriend fighting off different gangs in order to maintain peace in Korea.

The manga ends when Ken disbands the gang and goes to fight his girlfriend's father who is a Yakuza in Japan.

The comical situations in the manga are drawn in a different style more like cartoon style, unlike the manga with the detailed art style. Another major thing that the manga talks about are the gangrapes and human trafficking that happens in gangs in Korea. There is a lot of violence, nudity, and sexual portrayal of women in the manga (Boichi).

The artwork exists to top the storytelling. The mastery of the anatomy of characters with the use of perspective angles makes the manga realistic. Though there is exaggeration in drawing eyebrows and hair. He uses shading and lighting and dynamic angles to bring the story alive. He employs a variety of techniques to create depth and atmosphere, from



bold, contrasting shadows to soft, subtle gradients. In Figure 7.2.1 (Boichi) we can see the main protagonist Ken with a baseball bat. He draws in a way that the face is being focused showing the emotions. Boichi uses small thin textured lines to draw muscles and fibers in the body than using bold and thick lines, unlike other mangas. This helps to give his art a sense of three-dimensionality and makes it feel more immersive (Namukir).

Boichi's life and career have been marked by his dedication to his craft and his ability to create compelling and dynamic stories through his artwork.

7.3 Tatsuki Fujimoto

The mangaka that made the manga industry go wild with his work and art style. Tatsuki Fujimoto is known for his unique characters and dark humor. He is indeed a man of mystery and hasn't revealed

his face yet to the public. At a young age, he started to paint and draw mangas. In 2011, he made his official debut by publishing his one-shot work *Niwa ni wa Niwa Niwatori ga ita*. He won Shueisha's Crown Newcomers' Awards for *Koi wa Mōmoku* one-shot manga.

Fire Punch, Fujimoto's first major, and serialized work was published on Shueisha's *Shonen Jump+* website and ran from 2016 to 2018.

The next major project he worked on was "Chainsaw Man" which was serialized and even received anime adaption within months after its completion. It was published in *Weekly shonen jump*. The series has been collected into 11 volumes as of September 2021 and has also been licensed for an English language release by Viz Media (Tatsuki Fujimoto). Fujimoto is currently working on *Chainsaw Man* part 2.

7.3.1 Chainsaw Man(2018-2021)



Figure 7.3.1, Chainsaw Man, Tatsuki Fujimoto

Chainsaw Man is a work of art that is written and illustrated by Tatsuki Fujimoto. It was serialized from 2018 to 2021 with 11 volumes, selling over 23 million copies making it the Best-Selling manga in 2023. It won the 66th Shogakukan Manga Award in the Shonen category in 2021, and in 2021 and 2022, it even won the Harvey Award for Best Manga. It even received anime adaption from Mappa Studios.

Chainsaw Man's story and art in the manga industry made a huge impact. The manga is a mixture of great illustrations, story, well-written characters, plot twists, and to make it better dark humor. The story revolves around the main protagonist Denji, where under certain circumstances had to merge with a chainsaw devil and he becomes Chainsaw Man. He fights off different devils and saves mankind.

Chainsaw man was feared in hell and among the devils too. In the end, he kills the Control Devil and the story ends (Fujimoto). The story further continues in *Chainsaw Man* part 2 which is still ongoing.

The main thing in *Chainsaw Man* was the art that helped Fujimoto convey the gore, action, and dark humor throughout the manga. He used both traditional and digital ways to create this manga. He mainly uses digital ways to create his manga due to which he is able to use ink and paper freely. His art style is a combination of sketchy, bold, and loose linework. His idea of movement is enhanced by increased sketchiness and tense expressions which help to portray the horror in the story. The violence and the horrors of devils are enhanced by tangles of lines. In Figure 7.3.1 (Fujimoto), the blood is



portrayed just by splashing black ink throughout the manga panel. The work is detailed in places like his helmet and the chainsaw wires, but it is sketchy when it comes to the shirt and pants. He often uses unconventional angles and perspectives, distorting the proportions of characters and settings for dramatic effect.

Tatsuki Fujimoto creates art with his unique art style and storytelling which has made a huge impact on the manga community around the world.

8. Manga art: Conclusion

Art is an excellent medium for intercultural exchange because it allows the viewer to interpret beyond the artist's intentions. Art is a medium through which things that are intangible have a chance to come into human awareness. Whether in storytelling or artwork, it can convey to the audience. Over the years, people started to take a liking and interest in Manga for its storytelling and art. It has created fans worldwide for its unique art and stories.

Manga has come a long way from being comics to being appreciated for its art style and has achieved many things what Western comics are not capable of. It started to make an impact in the world of art since the 12th century and continues to do the same even in today's work. Its evolution and impact are discussed in the research paper.

One of the major aspects that should not be overlooked about Manga is that it is all drawn within a week span of time whereas normal artists take years or even decades to create a work. Another thing is that manga should have an amazing story to keep it serialized along with its artwork. A manga might not be preferred by the audience if it had a good story and bad artwork. The artwork should be unique and should get along with the story. Manga artists spend years trying to create an art style that suits the storyline.

Initially, manga art existed to convey the story but later, it started getting appreciated for its art style and work. Words and dialogues can convey to an extent in the story, but it is with the help of art that conveys what exactly the mangaka wants. It is used to convey not only the story but used to describe the emotions, surroundings, characters, culture, political issues, world crises, homosexuality, and a lot more. Violence, action, and nudity can be easily portrayed through art than expressed with words. Manga art has been influenced by cultures worldwide. Mangas like "Vinland Saga" is a Japanese manga, but the story revolves around Vikings for which the art style is based on early England, wars, and Iceland.

In the coming years, with increasing fans worldwide there could emergence of manga artists

from outside Japan and which in return can help in the growth of the manga industry. This could lead to bringing new art styles and techniques with a mixture of their cultures, histories, politics, and ideas. With the growth of technology in digital art, traditional ways of drawing manga are being replaced with easier innovative ways to draw manga. There is a huge potential for manga art in years to come. Manga will keep playing an important role in the realm of art and entertainment as we move further into the future.

I would like to conclude by making this statement that the manga art of Takehiko Inoue, Tatsuki Fujimoto, Boichi, Tite Kubo, Kentaro Miura, etc should be placed along with Vincent Willem van Gogh, Leonardo da Vinci, etc in museums.

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