At the time of his death in 2013, Roger Ebert was arguably the most influential writer about movies in the United States. He had been film critic for the Chicago Sun-Times for over 45 years, reviewing more movies than any other critic active during that time and pioneering in both television reporting and reviewing. In 1975 he was the first film critic to win the Pulitzer Prize for criticism. Conceived in September, 1996 as a biweekly series, his Great Movies pieces ran until his death. They are the creme de la creme of Ebert’s writing he demonstrated the critical acumen evident in his daily reviews, and the longer format allowed him to offer more reflective and wide-ranging considerations of the films chosen. Ebert saw the series as a tour of the landmarks of the first century of cinema, offering a balance between titles most people have heard of and those few readers may be familiar with. In the 62 pieces collected in this fourth volume, Ebert continued that practice, offering illuminating essays on movies ranging from The Big Lebowski to Viridiana. Matt Zoller Seitz, the current editor-in-chief of the Ebert website, has provided an insightful Foreword, confirming the lasting value of his critical writing. The Great Movies IV is a fitting capstone to a great career.

Explores further the magical world of Earthsea through five tales of events which occur before or after the time of the original novels, as well as an essay on the people, languages, history, and magic of the place.

Ronia, who lives with her father and his band of robbers in a castle in the woods, causes trouble when she befriends the son of a rival robber chieftain.

The animations of Japan's Studio Ghibli are amongst the highest regarded in the movie industry. Their delightful films rank alongside the most popular non-English language films ever made, with each new eagerly-anticipated release a guaranteed box-office smash. Yet this highly profitable studio has remained fiercely independent, producing a stream of imaginative and individual animations. The studio’s founders, long-time animators Isao Takahata and Hayao Miyazaki, have created timeless masterpieces. Although their films are distinctly Japanese their themes are universal—humanity, community, and a love for the environment. No other film studio, animation or otherwise, comes close to matching Ghibli for pure cinematic experience. All their major works are examined here, as well the early output of Hayao Miyazaki and Isao Takahata, exploring the cultural and thematic threads that bind these films together.

Formed by a small group of university students in the early 1980s, Studio Gainax is now one of the most adventurous and widely esteemed anime companies on the scene. And it is fascinating for its unique approach to animation. Formal experimentation, genre-straddling, self-reflexivity, unpredictable plot twists, a gourmet palate for stylishness, proverbially controversial endings, and a singularly iconoclastic worldview are some of the hallmarks. This documentation of the studio’s achievements provides a critical overview of both the company and its films: in-depth examinations of particular titles that best represent the company’s overall work, including television series such as Nadia: The Secret of Blue Water and Neon Genesis Evangelion, and feature films such as Royal Space Force: The Wings of Honneamise and Gunbuster vs. Diebuster. Each chapter highlights the contribution made by a specific production to the company’s progress.

On its release in 1988, Grave of the Fireflies riveted audiences with its uncompromising drama. Directed by Isao Takahata at Studio Ghibli and based on an autobiographical story by Akiyuki Nosaka, the story of two Japanese children struggling to survive in the dying days of the Second World War unfolds with a gritty realism unprecedented in animation. Grave of the Fireflies has since been hailed as a classic of both
anime and war cinema. In 2018, USA Today ranked it the greatest animated film of all time. Yet Ghibli’s sombre masterpiece remains little
analysed outside Japan, even as its meaning is fiercely contested - Takahata himself lamented that few had grasped his message. In the first
book-length study of the film in English, Alex Dudok de Wit explores its themes, visual devices and groundbreaking use of animation, as well
as the political context in which it was made. Drawing on untranslated accounts by the film’s crew, he also describes its troubled production,
which almost spelt disaster for Takahata and his studio.

Bring some magic into your kitchen with this unofficial collection of Japanese recipes inspired by Hayao Miyazaki’s most beloved films. Since
1985, Studio Ghibli has enchanted moviegoers with fantastic stories of adventure, magic, friendship, family, and most of all—the most
delicious-looking animated food. Now you can create your own mouthwatering dishes with this book full of 50 unofficial, fan-created recipes!
From tantalizing breakfasts and lunches to Japanese favorites like yakitori and onigiri, recipes include: Skillet bacon and eggs Ramen with
“haaaam”! Herring and pumpkin pot pie Steamed red bean bao Salmon with beurre blanc sauce And more! Perfect for fans of Japanese
anime, manga, and comfort food cooking!

In an age when the corners of the world have been scoured for their secrets, only one place remains unexplored--a massive cave system
known as the Abyss, filled with monstrous creatures and lost relics. Those who delve into its depths are known as Cave Raiders. A young
orphan named Riko dreams of following in her mother's footsteps as a Cave Raider, and when she meets a strange robot while exploring the
Abyss, she is one perilous step closer to achieving her goal!

Bold and beautiful, this volume presents hundreds of film stills from the Pixar archives in a glorious spectrum of color. Starting with bright white images and seamlessly flowing through the colors of the rainbow, it becomes crystal clear how each frame tells a story. Bound into a gorgeous volume, The Color of Pixar encapsulates everything there is to love about the studio: the attention to detail, the playful characters, and the sheer scope of their work in over 20 years of iconic feature films. Copyright ©2017 Disney Enterprises, Inc. and Pixar. All rights reserved.

Charmain Baker is in over her head. Looking after Great-Uncle William's tiny cottage while he's ill should have been easy. But Great-Uncle William is better known as the Royal Wizard Norland, and his house bends space and time. Its single door leads to any number of places—the bedrooms, the kitchen, the caves under the mountains, the past, and the Royal Mansion, to name just a few. By opening that door, Charmain has become responsible for not only the house, but for an extremely magical stray dog, a muddled young apprentice wizard, and a box of the king's most treasured documents. She has encountered a terrifying beast called a lubbock, irritated a clan of small blue creatures, and wound up smack in the middle of an urgent search. The king and his daughter are desperate to find the lost, fabled Elfgift—so desperate that they've even called in an intimidating sorceress named Sophie to help. And where Sophie is, can the Wizard Howl and fire demon Calcifer be far behind? Of course, with that magical family involved, there's bound to be chaos—and unexpected revelations. No one will be more surprised than Charmain by what Howl and Sophie discover. Sophie has the great misfortune of being the eldest of three daughters, destined to fail miserably should she ever leave
home to seek her fate. But when she unwittingly attracts the ire of the Witch of the Waste, Sophie finds herself under a horrid spell that transforms her into an old lady. Her only chance at breaking it lies in the ever-moving castle in the hills: the Wizard Howl's castle. To untangle the enchantment, Sophie must handle the heartless Howl, strike a bargain with a fire demon, and meet the Witch of the Waste head-on. Along the way, she discovers that there's far more to Howl—and herself—than first meets the eye.

During the Age of Iron, a war brews between a village of iron miners who want to exploit the earth and all its natural resources to make developments and the animal gods of the surrounding forest, led by Princess Mononoke. Ponyo, loosely based on Hans Christian Andersen's The Little Mermaid, is a hand-drawn feature-length film of breathtaking beauty and charm. The art of the film entails not only cels, but striking watercolor and pastel concept sketches and layout pages. Interviews with production principles about their daring choice to hand draw a film in the age of CGI, and the voice-over screenplay itself, complete the package.

For anime connoisseurs, beginners, and the curious, the best of the best!

An in-depth look at the concept and artwork of the movie features a collection of concept sketches, fully rendered character and background drawing, paintings and cell images, along with interviews and comments from the production staff and director.

An authority on Japanese and American pop culture examines the influence and popularity of Japanese animation in the U.S., discussing the American experience with anime and manga, from the epics of Hayao Miyazaki to the growing influx of hentai, a form of violent, pornographic anime. Reprint. 10,000 first printing.

Beloved by millions, praised by film critic Roger Ebert as "the best animation filmmaker in history," and referred to as the "Japanese Walt Disney," Hayao Miyazaki is known for his sense of whimsical adventure, deep reverence for nature, and strong female characters. As a prolific creator, his influence and admirers include Steven Spielberg, Wes Anderson, and Akira Kurosawa. Curated by Spoke Art Gallery, My Neighbor Hayao features work from more than 250 artists in celebration of the acclaimed Japanese filmmaker and animator. Showcasing a diverse array of original painting, embroidery, sculpture, and limited edition prints that were first exhibited at Spoke during three highly popular group exhibitions attracting more than 10,000 attendees, this beautiful book grants fans of Miyazaki another creative avenue to explore his inspired worlds through interpretations of characters and themes found in iconic films including My Neighbor Totoro, Howl's Moving Castle, Spirited Away, and Princess Mononoke.

In the mid-1990s, filmmaker Hayao Miyazaki moved from success to success as his work found an audience outside of Japan. His animated films of the era, including Princess Mononoke, Howl's Moving Castle, and Ponyo, were internationally lauded, and Miyazaki won an Academy Award® in 2003 for his popular and critical hit Spirited Away. Follow Miyazaki as his vision matures, as cinema-lovers worldwide embrace his creations, and as critics such as Roger Ebert take up the cause of animation and
Miyazaki’s films. In a legendary career, these crucial years represent the turning point. -- VIZ Media

The story of filmmaker Hayao Miyazaki’s life and work, including his significant impact on Japan and the world

A thirtieth-century toxic jungle, a bathhouse for tired gods, a red-haired fish girl, and a furry woodland spirit—what do these have in common? They all spring from the mind of Hayao Miyazaki, one of the greatest living animators, known worldwide for films such as My Neighbor Totoro, Princess Mononoke, Spirited Away, Howl’s Moving Castle, and The Wind Rises. Japanese culture and animation scholar Susan Napier explores the life and art of this extraordinary Japanese filmmaker to provide a definitive account of his oeuvre. Napier insightfully illuminates the multiple themes crisscrossing his work, from empowered women to environmental nightmares to utopian dreams, creating an unforgettable portrait of a man whose art challenged Hollywood dominance and ushered in a new chapter of global popular culture.

A highly entertaining memoir describing what it was like to work for Japan’s premiere animation studio, Studio Ghibli, and its reigning genius Hayao Miyazaki. A behind-the-scenes look at what it’s like for a gaijin (foreigner) to work in a thoroughly Japanese organization run by four of the most famous and culturally influential people in modern Japan.

The first English translation of the classic Japanese novel, a childhood favorite of anime master Hayao Miyazaki (Spirited Away, My Neighbor Totoro, Howl’s Moving Castle), with an introduction by Neil Gaiman. First published in 1937, Genzaburō Yoshino’s How Do You Live? has long been acknowledged in Japan as a crossover classic for young readers. Academy Award–winning animator Hayao Miyazaki has called it his favorite childhood book and announced plans to emerge from retirement to make it the basis of a final film. How Do You Live? is narrated in two voices. The first belongs to Copper, fifteen, who after the death of his father must confront inevitable and enormous change, including his own betrayal of his best friend. In between episodes of Copper’s emerging story, his uncle writes to him in a journal, sharing knowledge and offering advice on life’s big questions as Copper begins to encounter them. Over the course of the story, Copper, like his namesake Copernicus, looks to the stars, and uses his discoveries about the heavens, earth, and human nature to answer the question of how he will live. This first-ever English-language translation of a Japanese classic about finding one’s place in a world both infinitely large and unimaginably small is perfect for readers of philosophical fiction like The Alchemist and The Little Prince, as well as Miyazaki fans eager to understand one of his most important influences.

Based on the Ghibliotheque podcast, which leafs through the library of films from the world's greatest animation studio, Studio Ghibli. A fully illustrated book that reviews each Studio Ghibli movie in turn, in the voice of expert and newcomer. Will include details of production, release, themes, key scenes and general review as well as Ghibli-specific information. To be illustrated with stills and posters from each movie and (hopefully) portraits of directors, writers and creative team.

Abdullah was a young and not very prosperous carpet dealer. His father, who had been disappointed in him, had left him only enough money to open a modest booth in the Bazaar. When he was not selling carpets, Abdullah spent his time daydreaming. In
his dreams he was not the son of his father, but the long-lost son of a prince. There was also a princess who had been betrothed to him at birth. He was content with his life and his daydreams until, one day, a stranger sold him a magic carpet. In this stunning sequel to Howl's Moving Castle, Diana Wynne Jones has again created a large-scale, fast-paced fantasy in which people and things are never quite what they seem. There are good and bad djinns, a genie in a bottle, wizards, witches, cats and dogs (but are they cats and dogs?), and a mysterious floating castle filled with kidnapped princesses, as well as two puzzling prophecies. The story speeds along with tantalizing twists and turns until the prophecies are fulfilled, true identities are revealed, and all is resolved in a totally satisfying, breathtaking, surprise-filled ending.

The latest in the perennially popular line of Studio Ghibli artbooks, which includes interviews, concept sketches, and finished animation cels from classics such as Spirited Away and My Neighbor Totoro. The Wind Rises is Miyazaki’s love letter to the power of flight and the imagination, an examination of the rise of Japan’s military might in the years leading up to the Second World War, and a call for worldwide peace and harmony in the face of destruction. This book captures the art of the film, from conception to production, and features in-depth interviews with the filmmakers.

A collection of original essays on Hayao Miyazaki's Princess Mononoke, exploring its production, aesthetics, themes, and cultural significance.

"Originally published in Japan and in paperback under the title Majyo no Takkyubin by Fukuinkan Shoten Publishers, Inc., Tokyo in 1985"--Copyright page.

Winner of the 2002 Academy Award for Best Animated feature, Spirited Away tells the story of 10-year-old Chihiro, a girl in the midst of a move to the suburbs who wanders into a strange town and finds a world of spirits ruled over by the mysterious Yubaba. Ten-year-old Chihiro and her family are on their way to their new home. Dad takes a wrong turn, though, and they become lost in a forest. Eventually they find their way to a strange abandoned amusement park. Chihiro wanders off. As night falls, Chihiro finds out she’s in a world of ghosts, demons, and strange gods. A mysterious boy, Haku, tells her that to survive Chihiro must find work. She must go down to the boiler room and seek out an old man named Kamaji...

When awkward schoolgirl Haru rescues a cat on her way home from school one day, the last thing she expects in return is to be honored by a feline royal family! Before she knows what’s happening to her, Haru is drawn into a world inhabited entirely by talking cats--and recruited to be the next Cat Princess! Only the dapper cat Baron and his friends, a magical crow and a comical fat cat, along with a friend from Haru's past, can help her return home.

Miniature people who live in an old country house by borrowing things from the humans are forced to emigrate from their home under the clock.
Third Edition of this popular guide - with expanded and updated content The animations of Japan's Studio Ghibli are amongst the most respected in the movie industry. Their delightful films rank alongside the most popular non-English language films ever made, with each new eagerly anticipated release a guaranteed box office hit. Yet this highly profitable studio has remained fiercely independent, producing a stream of imaginative and individual animations. The studio's founders, the late Isao Takahata and Hayao Miyazaki (who is coming out of retirement again soon), have created timeless masterpieces. Although their films are distinctly Japanese, their themes are universal: humanity, community and a love for the environment. No other film studio, animation or otherwise, comes close to matching Ghibli for pure cinematic experience. This Kamera Book examines all their major works including Laputa: Castle in the Sky, Grave of the Fireflies, My Neighbour Totoro, Kiki's Delivery Service, Only Yesterday, Porco Rosso, Pom Poko, Whisper of the Heart, Princess Mononoke and Howl's Moving Castle, as well as the critically acclaimed Spirited Away and The Tale of Princess Kaguya. Odell and Le Blanc's informed analysis also considers Studio Ghibli features such as Hayao Miyazaki's Oscar-nominated final masterpiece The Wind Rises, When Marnie Was There and the recent co-productions, Ronja the Robber's Daughter and Red Turtle. 'One of the most authoritative texts available. Whether you're a newcomer or a longtime fan, Studio Ghibli is well worth a read'- SciFi Now

This book examines Japanese animation films of Studio Ghibli in terms of war and peace. This research mainly focuses on movies directed by Hayao Miyazaki, a 'Japanese master of animation', who announced his official retirement in September 2013. Through the lens of peace research, the author rediscovered the fact that Miyazaki-related animation films deal with actual wars from the First World War to the 2003 Iraq War. This book investigates the following Studio Ghibli animation movies: 1) Nausicaa of the Valley of the Wind (1984), 2) Laputa Castle in the Sky (1986), 3) Grave of the Fireflies (1988), 4) Porco Rosso (1992), 5) Howl's Moving Castle (2004), and 6) The Wind Rises (2013). From a perspective of peace research and international relations, this study analyzes the relevance of the films to the First World War, the Second World War, the Cold War, the War on Terror, as well as some nuclear related issues in the post-3/11 context. Moreover, this book explores the implications of the case studies for peace education so that Studio Ghibli films can be watched as sources for creating the 'defences of peace' inside the hearts of audience around the world.

This book examines the relationship that exists between fantasy cinema and the medium of animation. Animation has played a key role in defining our collective expectations and experiences of fantasy cinema, just as fantasy storytelling has often served as inspiration for our most popular animated film and television. Bringing together contributions from world-renowned film and media scholars, Fantasy/Animation considers the various historical, theoretical, and cultural ramifications of the animated fantasy film. This collection provides a range of chapters on subjects including Disney, Pixar, and Studio Ghibli, filmmakers such as Ralph Bakshi and James Cameron, and on film and television franchises such as Dreamworks' How To Train Your Dragon (2010–) and HBO's Game of Thrones (2011–).
The animations of Japan's Studio Ghibli are among the most respected in the movie industry. Their delightful films rank alongside the most popular non-English language films ever made, with each new eagerly anticipated release a guaranteed box office hit. Yet this highly profitable studio has remained fiercely independent, producing a stream of imaginative and individual animations. The studio's founders, long-time animators Isao Takahata and Hayao Miyazaki, have created timeless masterpieces. Although their films are distinctly Japanese, their themes are universal: humanity, community and a love for the environment. No other film studio, animation or otherwise, comes close to matching Ghibli for pure cinematic experience. This book examines all their major works including Laputa: Castle in the Sky, Grave of the Fireflies, My Neighbour Totoro, Kiki's Delivery Service, Only Yesterday, Porco Rosso, Pom Poko, Whisper of the Heart, Princess Mononoke and Howl's Moving Castle, as well as the critically acclaimed Spirited Away and The Tale of Princess Kaguya. Odell and Le Blanc's informed analysis also considers Studio Ghibli features such as Hayao Miyazaki's Oscar-nominated final masterpiece The Wind Rises and the studio's most recent release When Marnie Was There.

In the first two decades of his career, filmmaker Hayao Miyazaki laid the groundwork for his legendary movies. Starting Point is a collection of essays, interviews, and memoirs that go back to the roots of Miyazaki's childhood, the formulation of his theories of animation, and the founding of Studio Ghibli. Before directing such acclaimed films as Spirited Away, Miyazaki was just another salaried animator, but with a vision of his own. Follow him as he takes his first steps on the road to success, experience his frustrations with the manga and animation industries that often suffocate creativity, and realize the importance of bringing the childhood dreams of the world to life. Starting Point: 1979-1996 is not just a chronicle of the life of a man whose own dreams have come true, it is a tribute to the power of the moving image. -- VIZ Media

Anna hasn't a friend in the world – until she meets Marnie among the sand dunes. But Marnie isn't all she seems... A major motion picture adaptation by Studio Ghibli, creators of SPIRITED AWAY and ARRIETTY.

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