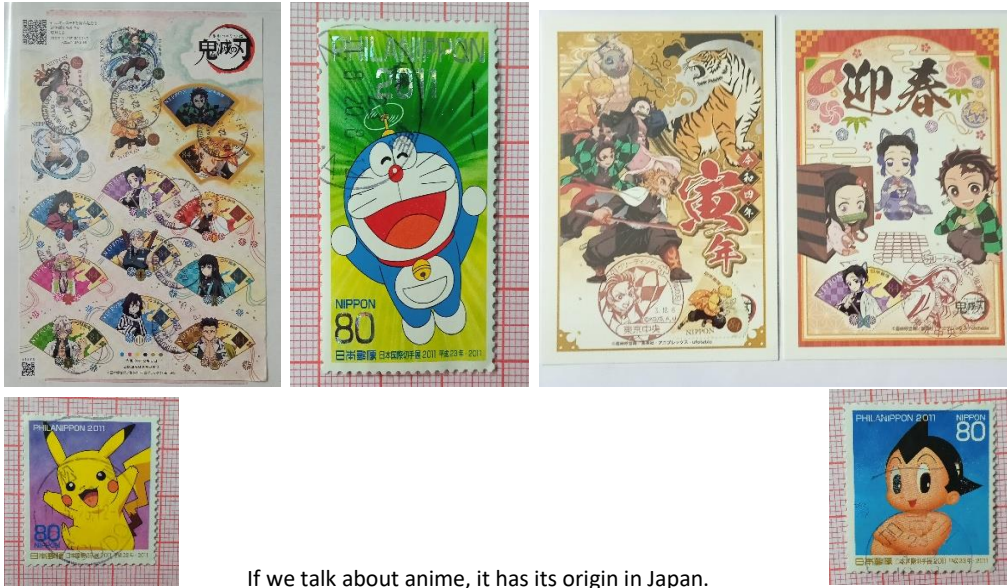


# Anime- Kanishka Malik



If we talk about anime, it has its origin in Japan. The history of anime can be traced back to the start of the 20th century, with the earliest verifiable films dating from 1907. Ōten Shimokawa, Jun'ichi Kōuchi and Seitaro Kitayama commonly referred to as the "fathers" of anime since the late 1910s.

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The Dull Sword is regarded as the first anime in history (released on June 1917). During the 1970s, anime developed further, with the inspiration of Disney animators. In the 1980s, anime became mainstream in Japan, experiencing a boom in production with the rise in popularity of anime like Gundam, Macross, Dragon Ball. The film Akira set records in 1988 for the production costs of an anime film and went on to become an international success. Later, in 2004, the same creators produced Steamboy, which took over as the most expensive anime film. Spirited Away shared the first prize at the 2002 Berlin Film Festival and won the 2003 Academy Award for Best Animated Feature, while Innocence: Ghost in the Shell was featured at the 2004 Cannes Film Festival.

Outside of Japan and in English, anime refers specifically to animation produced in Japan.[1] However, in Japan and Japanese, anime (a term derived from a shortening of the English word animation) describes all animated works, regardless of style or origin. Animation produced outside of Japan with a similar style to Japanese animation is commonly referred to as anime-influenced animation. The anime industry consists of over 430 production companies, including major studios such as Studio Ghibli, Kyoto Animation, Sunrise, Bones, Ufotable, MAPPA, Wit Studio, CoMix Wave Films, Production I.G and Toei Animation. As of 2016, Japanese animation accounted for 60% of the world's animated television shows.