

MAKING AN ARM

Natalie Hu - Explorations Project - June 2019



Based on the Graphic Novel by
 — KATSUHIRO OTOMO —
 Art Director: TOSHIRO HAZUJINI
 Chief Animator: TAKESHI NIKUMORII
 Scenario: IZO NAKAMOTO
 Music: SHUJI YAMASHIRO
 Producer: RYUJI SUZUKI
 Character Design /
 Script Direction:
 KATSUHIRO OTOMO

Released by STREAMLINE PICTURES

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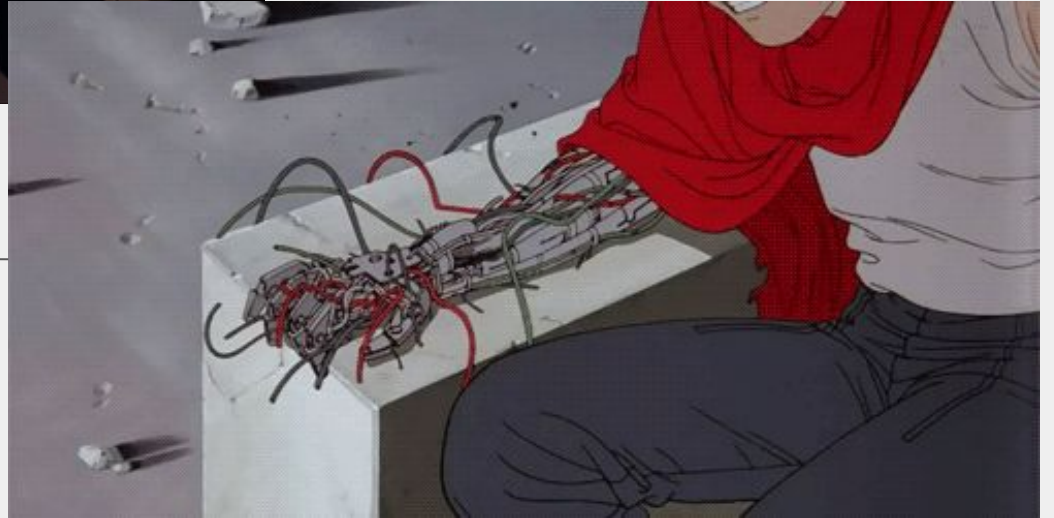


AKIRA

Based on the feature graphic novel 'AKIRA' by **KATSUHIRO OTOMO**
 Produced by RYUJI SUZUKI & SHUNZO KATO. Directed by KATSUHIRO OTOMO. Screenplayed by IZO NAKAMOTO & KATSUHIRO OTOMO. Chief animator: TAKESHI NIKUMORII. Art director: TOSHIRO HAZUJINI. Director of photography: KATSUJI MITSUWA. Sound director: SUSUMU AKITAGAWA. Musical director & composer: SHUJI YAMASHIRO. Supervising director: TETSUO DEGUCHI. Special effects supervisor: SHUZO KUBANAKASHI. Editor: TAKESHI YAMA. Assistant of chief animator: Koji Motokura. Animation directors: Toshiro Hazu & Hiroaki Sato. Assistant producer: Toshihiro Mizui. Production and animation for: Tetsuo's Visual Management. Visual Effects: Takahiro Takemura.
 Characters & Cast: Kawauchi Mitsutoshi. Tetsuo by MITSUO IWATA. Tetsuo by NOZOMU SASAKI. Kaneda by MIYUKI ANDO. Kaneda by FUKU ISEKIA. Rip by TETSUO DEGUCHI. Director by KATSUHIRO OTOMO.
 Presented by **AKIRA COMMITTEE** Dolby Surround Stereo • Color • 124 Minutes
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ONTARIO
 3110
 AV3RYKIA



THE PROCESS OF PROP MAKING

RESEARCH

Find more information about what you want to make, such as reference photos or concept design. Consider how to use aspects of design to have your prop tell a story just by looking at it.

PLANNING

Plan by drawing out concept designs/patterns, and gather materials. Try using unconventional materials as a substitute for another that may not be practical.

PRODUCTION

Physically create the object. Patience is key. Remember to take into account the amount of time it may take for something, for example waiting for glue or paint to dry.

DETAILING

Work on finalizing the design and putting more details. A lot of times this may include weathering objects for an aged look. Keep in mind that more details does not mean better. Sometimes less is more.

INFOGRAPHIC BY NATALIE HU

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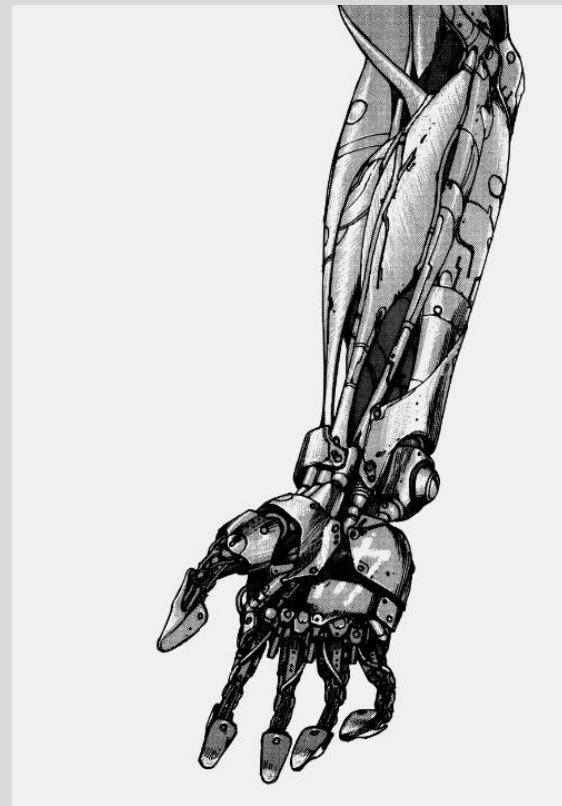
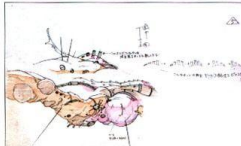
INFOGRAPHIC BY NATALIE HU

RESEARCH



cut number **1965**

自爆の機が複雑し、歯車、コード、機械、筋肉、その機が合
体してプロトタイプになる。シャツクを打つ。
機が動く。機が動く。機が動く。機が動く。機が動く。
機が動く。機が動く。機が動く。機が動く。機が動く。
機が動く。機が動く。機が動く。機が動く。機が動く。



PLANNING/PRODUCTION/DETAILING



