

SUNDAY  
AFTERNOON  
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MUSICAL GUEST JANE LUI  
WILL HAVE A FAN PANEL  
TODAY AT 5:00 PM IN  
LBCC 104c.

REX NAVARRETTE WILL  
HAVE NEW MATERIAL TO-  
NIGHT AT 7:00 PM.

PMX  
pacific media expo



## Mizushima & Ohata Unleashed!

Seiji Mizushima, director of *Dai-Guard*, *Slayers Next*, *Shaman King*, and *Full Metal Alchemist*, led the panels.

Speaking about *Full Metal Alchemist*, Mizushima said that it grew more serious toward the end because the storyline made it harder to inject the humor of the earlier part of the series. It just seemed inappropriate.

What else was inappropriate for Japanese television? Well, the powers that be never tell the animators ahead of time, but the general rule is No Blood No Panties. He noted that he didn't have a particular dream project, but would be happy to just keep working on projects that he enjoys.

In Japan, he said that anime-related events are for promoting specific series and rarely become large combination events like PMX or AX. The closest they had to a large convention was AX Tokyo. He would like to see more conventions, but feels that if there were too many, creators in Japan would be less likely to go overseas.

He said that everything he encounters overseas is a stimulus, and he felt that his next series might feature influences from his current trip to Baltimore and Long Beach.

The second half of *Full Metal Alchemist* will be airing on Cartoon Network starting Oct 2<sup>nd</sup>. The movie should be available on DVD within the next few months.

Koichi Ohata followed Mizushima. He started his career as a mecha designer, but moved on to directing titles such as *Genocyber*, *MD Geist*, and now *Burst Angel*. Due to the size of the audience in this panel, he was able to give much more in-depth answers.

When he first started directing, the visuals were very stylish, but it was hard to keep up with what the fans wanted. Ohata wanted to break through the mold and created a series with more focus on impact than style.

When creating Jo, he wanted to make  
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a character that was more true-to-life and not as idealized and stylized as the stereotypical anime girl. He wasn't sure if the hardcore otaku crowd would like the more realistic portrayal, but he was able to create everything he wanted to create. He was able to incorporate themes from Hollywood and Hong Kong as parodies in the series.

He was very pleased by the international response. Originally, he had worked on a lot of dark projects, but found out that American fans wanted more cheesecake and light-hearted fare. Anticipating his overseas audiences, he approached Burst Angel as pure entertainment. It was the international focus on the show that helped make it stand out from the 100 and more anime titles that air each week in Japan.

Regarding Korean dramas and their recent rise in popularity, Ohata originally thought they were really silly, but became hooked on them when he

watched one with his mother while visiting home. He saw in them very pure-hearted love stories. They featured characters that were straightforward in going after what they want, something that he felt was missing from Japanese shows.



The timing of the Korean drama craze is interesting, as he is working on a movie adaptation of a popular Korean manga. It's generally hard to get money to create pilots in Japan because investors don't like the risk, but the Korean government has been willing to give grants toward the project, which has allowed it to get off the

ground. It will probably be some time before he can say more, but he was very enthusiastic about it and said it is something to look forward to.

On otakus, he didn't think they were a bad thing; he considers himself an otaku. There are those on the extreme whose behavior is blamed on anime, though, just like there are those whose behavior is blamed on video games here in the US. He felt that such links are unfair. He would like society to consider otakus' needs more seriously.

It is hard to comment on the otaku in Japan. It's a very touchy subject. One can't say things that might offend them, because they would lash back. In catering to the otaku, he felt that creative passion in the industry has given way to the concerns of business.

In his work, Ohata states that he incorporates both what he wants and what otakus want. Hearing from fans is very important and he was glad to have had the chance to come to PMX to hear from his international fans.

-Ian Ng

# Today's Live Programming!

SUN	LBCC 103	LBCC 104C	Seaview C	LBCC 104AB	Regency H	Regency D-G	Regency B	Regency C	Regency A
	Program 1	Program 2	Program 3	Concerts	Autographs	Video 1	Video 2	CosFest Judging	Video 3
SCHEDULE SUBJECT TO CHANGE			SCHEDULE SUBJECT TO CHANGE			SCHEDULE SUBJECT TO CHANGE			
4:00	FUNimation Panel	Chinese-Am Martial Arts	Bonsai Workshop Auction	CosFest	Masaki Asai Autographs	Gunslinger Girl Vol 2 Eps 6-9	Sakura Taisen Ecole de Paris	Karaoke	The Uninvited
5:00	TMR Panel	Jane Lui Fan Panel					Sumire Commemorative		
6:00	Tofu Records	Post CosFest Viewing Party	Club PMX Di Gi Charat Youssei Teikoku	Rex Navarrete	Burst Angel Vol 2 Eps 5-7	Di Gi Chara Eps 1-16	Vital		
7:00				Zoo Hero	Gankutsuou Count of Monte Cristo Eps 1-4	Chrno Crusade Vol 7			
8:00	TMR Fan Screening				Fafner Vol 2 Eps 5-8	Samurai Champloo Vol 5 Eps 21-24	Azumi		
9:00				Lemon Drop Kick Concert	Lupin 3rd Farewell Nostradamus	Petite Cossette	A Bittersweet Life		
10:00							Devilman		
11:00									
12:00									
1:00									

