

THE SAMURAI RE-IMAGINED: FROM UKIYO-E TO ANIME

Curated by Julian Bermudez and Deborah Deacon, PhD

February 19 through August 9, 2009



Kabuki Actor as Miyamoto Musashi
By Toyokuni III
Japan, 19th Century
Woodblock Print of Ink on Paper
Pacific Asia Museum Collection
Gift of Concettina & Allyn Arnold, 1988.29.19



Samurai Jack
By Genndy Tartakovsky
USA, 2001
Animation Cel

Like the Western cowboy, the samurai has come to occupy a grand and ever-changing image in the popular imagination. And just as the myth of the cowboy has grown since the closing of the frontier, popular re-interpretations of the samurai have proliferated since the end of their military and social functions in the middle 19th century.

The Samurai Re-imagined: From Ukiyo-e to Anime explores the roots of the popular Japanese art forms of *manga* (graphic novels) and *anime* (animation) in the traditional arts of Japan by examining images of the iconic warrior, the samurai.

The exhibition uses woodblock prints, scroll paintings, folk art, and samurai arms and armor drawn from Pacific Asia Museum's collection, as well as works borrowed from private collections and other museums to illustrate the changing image of the samurai in the arts of Japan. Theatrical posters, motion picture stills, animation cels, drawings, manga, and toys are also on display throughout the exhibition.

By juxtaposing traditional and contemporary depictions of the samurai, the exhibition aims to create a visual history, tracing the roots of *anime* and *manga* back to the long-established canon of the fine art of Japan's "floating world," thereby demonstrating the ongoing links between fine art and popular culture.