



**Helwan
University**

**Faculty of Fine Arts
Graphic Department**

Japanese Manga Artist's Inspiration Of Ancient Egyptian Civilization In The Art Of Comics Strips (Since The Late Twentieth Century Until The Time Of Writing The Research)

**Master Thesis
Faculty of Fine Arts
Graphic Department- Book Art**

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Summary

This thesis is divided into three sections that discuss the art of Manga and its relation with Ancient Egyptian civilization and the Arabic culture.

the topic of the first chapter is ""the most important works and artists in the art of Manga, which specializes in the ancient Egyptian civilization since the late twentieth century to the time of writing research."

the first chapter consists of two sub-chapters:

the first is titled "works which includes an ancient Egyptian elements in terms of (the story, the characters, places) in the art of Japanese comics "

This part revolves around the Japanese attention of the ancient Egyptian civilization and the similarities between the culture of Japan, and the ancient Egyptian civilization in terms of the idea of reverence (the emperor and the Pharaoh), and the roots of the relationship between Egypt and Japan in ancient isolation stage and then take Japan "Egypt" as a model renaissance at the time of the State of Muhammad Ali. And then the Japanese interest in "Egypt" after World War II and recently. Then showcase some of the Manga works, which embodied the kings and gods figures from ancient Egyptian state (such as Cleopatra, Akhenaten, Sefro, Ramses II, etc ...). And review some of the other work that contained ancient Egyptian figures . Also the Manga artist's expression of the ancient Egyptian nature and buildings , expression of facial features and fashion of the ancient Egyptian figures in Manga works.

the second is titled " The most important Japanese artists who have been affected by the ancient Egyptian civilization in their Manga works "

This part presented the most important artists and their history of origin and artistic style through some of their artwork, since the forties , passing through a period of the fifties and sixties and the seventies and eighties and

ending with Nineties, including the most prominent artists and their works related to the ancient Egyptian civilization .

The topic of second chapter is titled "The Japanese artist (Yamagishi Ryuko), an analytical study of her art works that dealt with themes and characters from the ancient Egyptian civilization. "

the second chapter consists of three sub-chapters:

the first is titled " Definition of artist **Ryoko Yamagishi** and her most important artworks in the field of Manga".

This part presented the birth of the artist " Yamagishi Ryoko" and identify the artistic features of her work by identifying the artistic features of the " years 24" group. Then reviewed some of the different models of the most important works by the artist Yamagishi Ryoko with explanation and clarification.

the second is titled " Manga (Hatshepsut) 1995:1996, an analytical study of its artistic features".

This part presented the definition of Hatshepsut Manga and analytical study in terms of: the story and the content, analysis the personal dimensions of Hatshepsut in the story. Then we dealt with the analytical study in terms of facial features and fashion for the characters of the story, also reviewed the historical reference to the style of the backgroundss in Hatshepsut Manga.

the third is titled " Manga (Tutankhamen) 1996:1997, an analytical study of its artistic features".

This part presented the definition of Tutankhamen Manga and analytical study in terms of story and content. Then we reviewed the analytical study of facial features and fashion for the main characters of the story and some illustrations of Tutankhamen Manga, which include an ancient Egyptian symbols and elements contained the tomb of Tutankhamen. also reviewed the historical reference to the style of the backgrounds in Tutankhamen Manga. and reviewed the effect of the Scottish artist David Roberts on Ryoko Yamagishi's paintings.

The topic of third chapter is titled "The Japanese artist (Machiko Satonaka), an analytical study of her art works that dealt with themes and characters from the ancient Egyptian civilization. "

the third chapter consists of two sub-chapters:

the first is titled " Definition of artist **Machiko Satonaka** and her most important artworks in the field of Manga".

This part presented the birth of the artist " Machiko Satonaka " and study of her artistic style. Then reviewed some of the different models of the most important works by the artist "Machiko Satonaka" with explanation and clarification.

the second is titled " Manga (Daughter of Aton), an analytical study of its artistic features".

This part presented the definition of "Daughter of Aton" Manga and analytical study in terms of story and content. Then we reviewed the analytical study of facial features and fashion for the main characters of the story such as (King Akhenaten, Queen Nefertiti and their daughters and King Tutankhamen), also reviewed the historical reference to the style of the backgrounds in "Daughter of Aton" Manga., such as the Royal Palace and the form of models of ships and ancient Egyptian boats.