The Science of Anime: Mecha-Noids and AI-Super-Bots

Lois H. Gresh, Robert Weinberg
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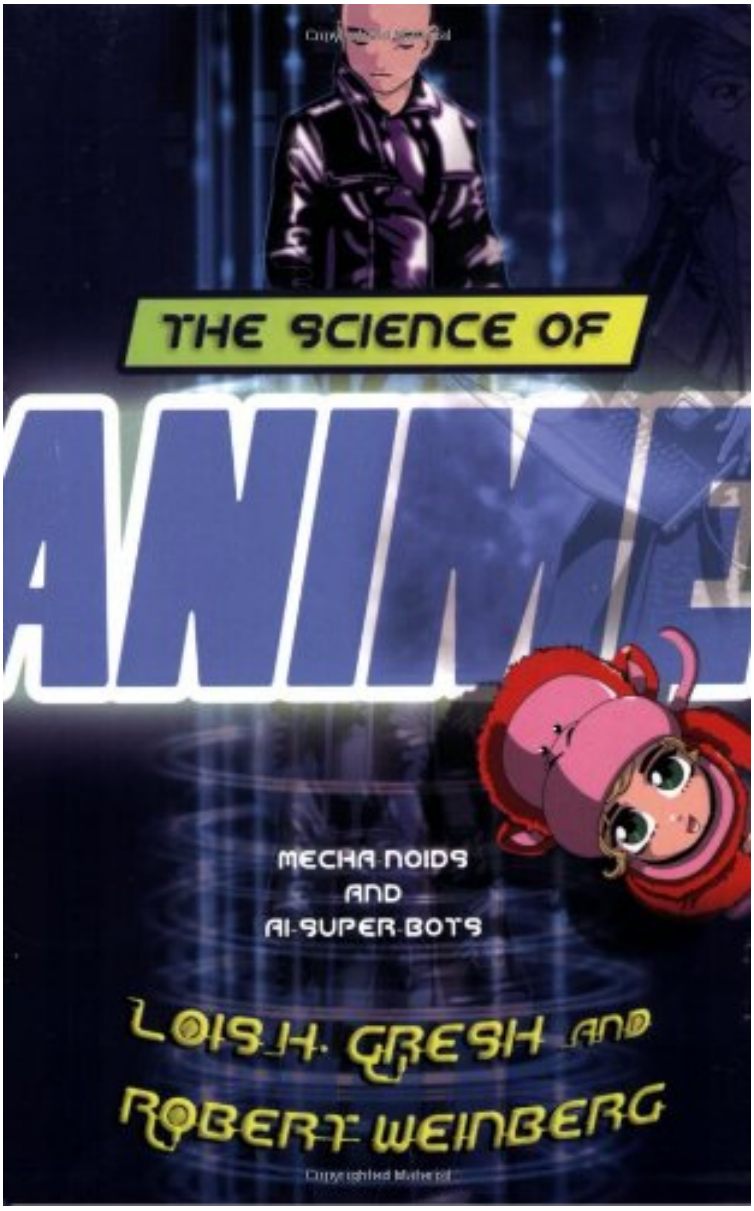

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Lois H. Gresh, Robert Weinberg : The Science of Anime: Mecha-Noids and AI-Super-Bots before purchasing it in order to gage whether or not it would be worth my time, and all praised The Science of Anime: Mecha-Noids and AI-Super-Bots:

1 of 1 people found the following review helpful. AmazingBy Dean van HalenIt is not a dull science text or simply an

anime review book. It's a combination of both that entertains and informs. I bought it on a lark and I LOVE it. If you have ever wondered questions about mecha and such, this is a great place to start.0 of 0 people found the following review helpful. Fine for Average Anime Fans. Not Fine for Science Nerds.By CustomerMy objective was to get some cold hard science and math from this book, specifically about mecha anime. I got it in the section: "Lagrangian points" where they gave us step by step math on how to calculate the Lagrangian points ourselves (which was neat). Other than that though, I just feel like they could've done more. They could've talked about the feasibility of mechas - e.g. can we actually build giant robots? How could we? What is the physics behind bipedal gigantic robots? etc. etc.In addition, a LOT of this book had wiki-like information about each of the animes they talked about. I understand that during the time it was published, Wikipedia might not've been as popular as it is nowadays, which meant the wiki-like information was valuable. However, buying it in 2017? I just feel like the wiki information was useless as I could just easily google what anime they were talking about. What I really wanted out of this book was the science, but I only got a general overview/it didn't go as deep into the science as I wanted.Perhaps I'm a bit biased though - I'm an engineering student. For the average layman, this book is probably fine though.2 of 3 people found the following review helpful. I think you have to have an actual interest in science to enjoy this bookBy Lesley AeschlimanThe first chapter discusses the origins of anime. During the chapter, the authors talk about the birth of comics and anime, Osamu Tezuka, the history of anime from the beginning to current time.The second chapter delves into mecha, and it covers giant robots, the history and evolution of mecha in anime, some of the shows that use mecha, as well as some of the other elements associated with mecha. Chapter three goes into artificial intelligence, talking about the shows and the science of artificial intelligence. The fourth chapter goes into colonies in space, and it focuses very heavily on the Gundam universe. The chapter also delves into the science and theories surrounding space colonies.Chapter five talks about cyberpunk and cyber-terrorism. The sixth chapter talks about evolution and how it is featured in anime. It focuses heavily on Neon Genesis Evangelion and Akira, and then goes into a discussion of evolution and creationism. This is then followed by a discussion about Nausicaa of the Valley of the Wind and Gaia theory.Chapter seven goes into a discussion about parallel universes, and it goes into an in-depth analysis of the science that goes into parallel universes. The eighth chapter talks about virtual reality. It focuses on .hack//SIGN, and talks about some of the uses for virtual reality in the real world. The final chapter discusses how the science in anime is plausible but illogical.The concept behind The Science of Anime is an interesting one, but the execution isn't quite what I was anticipating. The authors obviously have a lot of scientific knowledge, but unfortunately, they really didn't seem to try hard to write a little more in "layman's terms." One of the best examples of this issue appears in the chapter about the space colonies. In one section of the chapter, the authors go into great detail about the math involved, and even break down the math equations and the steps of the equations. While someone with a genuine interest in math and science might find this interesting, I found it to be rather dry reading.The Science of Anime isn't a bad book, but it's not a book I can recommend to be in a basic reference library of an anime fan. Personally, I think you would have to have a genuine interest in science in order to get the most out of this book.In order to write this review, I checked out a copy of this book through the King County Library System.

Anime, the name given to Japanese superhero animation, has swept the United States. More than two dozen Japanese cartoon series already appear on U.S. television, with more on the way. And with the vast leaps being made in animation technology, the anime explosion shows no sign of abating.One of the main topics of anime is advanced technology and how it will affect the human race. Movies like Akira have touched upon the power of the atom and the advances and tragedies nuclear power will bring to the Earth. Stories like Ghost in the Shell explore the limits of human and machine interface and artificial intelligence. More than any other genre in the entertainment field, anime explores the future of science and technology, and The Science of Anime provides a fascinating and fun look at the science behind it.

"This is the perfect gift for the teenage anime fan in your life ... a great introduction to many S-F concepts." --newsarama.com, November 29, 2005About the AuthorLois H. Gresh is the author of ten books ranging from science fiction and fantasy to pop culture and science. Her DragonBall Z book is a lighthearted look at one of the most popular anime series in the world. Published by St. Martin's in August 2000, DragonBall Z has already sold more than 50,000 copies, and Gresh has received more than 1,500 fan letters from readers. Gresh is Creative-Technical Director of Novatek Communications, Inc., where she is immersed in digital animationthe backbone of animeas well as digital video and audio, and other forms of multimedia technology.Robert Weinberg is the author of more than twenty-five books, many of them dealing with science and pop culture. A graduate of Stevens Institute of Technology, he holds two degrees in mathematics and taught college mathematics for five years. With Lois H. Gresh, he's written The Computers of Star Trek (Basic Books) and The Science of Superheroes (John Wiley Sons). At present, Robert works as a writer for many of the largest comic book companies including DC and Marvel.