

GIANT 日本の巨大ロボット群像 ROBOTS

The Core of Japanese Mecha Anime

—鉄人28号、ガンダム、ロボットアニメの浪漫—

2024 7/6(Sat) - 9/1(Sun)

■Hours: 10:00 - 18:00 *Fridays until 19:30 *Last entry 30 minutes before closing

■Closed: Monday (except July 15 and August 12), August 13

■Organization Kyoto Prefecture; The Museum of Kyoto; The Sankei Shimbun; Kansai Television Co. Ltd.

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■Planning NISHINIPPON SHIMBUN EVENT SERVICE; PIA ■Planning and Coordination KEISUKE Hirota; TARKUS "KOJI Igarashi"

○Website <https://www.ktv.jp/event/robots/> ○Official X @giant_robotsten

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THE
MUSEUM
OF KYOTO

京都文化博物館

Sanjiyo-Takakura, Nakagyo-ku, Kyoto 604-8183

TEL.075-222-0888 www.bunpaku.or.jp



Your favorite giant robots show up at the museum!

From the pioneering robot animation of “Tetsujin28” (1963), followed by the huge success of “Mazinger Z” (1972), and under the influence of “Mobile Suit Gundam” (1979), which breathed new life into the robot animation trend, numerous mecha anime series have been produced and fascinating robots have been designed up to the present day.

The evolution and expansion of these unique designs, which cannot be seen in animation from other countries, has fascinated fans with the ingenuity of the design and settings used to give visual ‘reality’ to the absurd robot of fantasy.

This exhibition examines the history of robot design and visual expression in mecha anime from “Tetsujin28” to recent years, with focus on the ‘mechanism’ and ‘size’ of the settings that played an important role in creating ‘reality’. We hope that this will provide an opportunity to think together with the audience about ‘what is a giant robot’.



NAOYUKI Kato and KAZUTAKA Miyatake, Starship Troopers, 1977
©STUDIO NUE CO., LTD.

Feature 1 Explore the mechanisms of giant robots!

Boarding, combination, and transformation constitute the template of giant robot animations. The designs, which were created with a view to being used for toys, reflect unique ideas, and are based on rational mechanisms. This exhibition showcases fascinating features of these mechanisms through objects created based on the design drawings and scenes in animations.

Feature 2 Feel the enormous size of robots from the viewpoint of a pilot!

How have animations conveyed the size of giant robots? In the 1980s, giant robots were downsized to machines for practical use, and their depictions became increasingly realistic. What would such realistic robots look like, in part or in whole, when enlarged to life size based on the specifications in animations? Feel the enormous size from the viewpoint of an animation character.

Feature 3 Focus on the internal mechanisms!

Internal structural views have been drawn as if fictional robots really existed. Do the mechanisms, which lie behind the armor and can be seen through the openings, represent the desire to materialize fictional mechanisms or the fantasies of the creators? Take a close look at the inside of the robots, which is often reproduced as a standard feature in contemporary plastic models and toys.

Feature 4 Exhibition of huge paintings by KAZUTAKA Miyatake, a mechanical designer!

Mr. KAZUTAKA Miyatake (STUDIO NUE CO., LTD.) produced two original large paintings for this exhibition based on the theme of giant robots. Enjoy the world of robots drawn by Mr. Miyatake on canvases so large that they can only be displayed at a museum.



Tetsujin28, 1963 “Monochrome animation”
©Hikari Production/EIKEN



Photography is permitted in the venue (except for some works).

*Flash photography and video recording are prohibited.

Walk on an RX-78 Gundam!



The photo shows the exhibition at the Fukuoka Art Museum.
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Photo by
The Sankei Shimbun

A life-size RX-78 Gundam is printed on the floor. Stand on the Gundam and feel its enormous size.



Access

- Subway: 3-minute walk from Karasuma Oike Station
- Hankyu Line: 7-minute walk from Karasuma Station
- Keihan Line: 15-minute walk from Sanjo Station
- City Bus: 2-minute walk from Sakaimachi Oike bus stop

Admission Fee :

Adult and University Students : 1,800 yen (1,600 yen)

High School Students and Junior High School Students : 1,300 yen (1,100 yen)

Elementary School Students : 700 yen (500 yen)

Preschool children: Admission Free

*Prices shown in () indicate group (more than 20 persons) and advance discount tickets.

*Tickets are available at The Museum of Kyoto, etix online ticket, Lawson Ticket(L-Code:53058), Ticket PIA(P-Code: 686-876), Seven Ticket(Seven-Code: 104-851), e-plus, CN Playguide, Asowiew!, Rakuten Ticket etc.

*Admission is free for visitors with disabilities and one caretaker. Please present Disabled Person's Notebook or similar identification.

*The ticket allows access to exhibitions on the 2nd floor and film theatre on the 3rd floor.

*Advance tickets will be available until July 5.

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