Foundational Techniques for Malleable Tools for a Reciprocal Anime Co-creation Environment
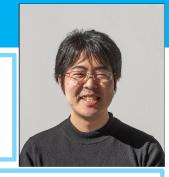
Principal Investigator：Jun Kato （Senior Researcher, HIIRI, AIST）

Co-PI：Akinobu Maejima（OLM Digital, Inc.）・Yuki Koyama（The University of Tokyo）

Grand Challenge and Goal：

The integrated development of a tool information platform and foundational techniques for malleable tools to elicit the tacit practices of anime production, support developers in building tools, and enable creators to craft their creative environments

Summary：

- Support creators' creativity in anime production, while addressing the difficulty that production practices remain largely tacit

- Develop a platform that formalizes and aggregates tool-related practices, serving both as a learning resource for creators and as benchmarks for researchers/developers, fostering a reciprocal industry-academia community

- Create foundational techniques for malleable tools: using specifications and sample data as LLM-generated "glue" to interconnect tools, enabling creators to build creative environments without programming

- Develop new malleable tools and conduct proof-of-concept studies through actual anime production to demonstrate their value in empowering creativity

Social Impact：

- Empower creators to take initiative in building creative environments through research in the wild, supporting the healthy growth of the anime industry

- Lower entry barriers for researchers and developers, fostering a long-term reciprocal community where industry and academia can benefit each other

Representative "anime" production workflow

企画　設定　レイアウト　原画　動画　編集　音響

脚本　絵コンテ　3D CGI　仕上げ　撮影　フォーマット編集

Pre-production　背景美術　Production　Post-production

Storyboarding　Drawing　Coloring　OpenTools

https://www.olm.co.jp/rd/categories/opentools

Kato Group　Koyama Group　Maejima Group

An industry-academia team with experience across anime production pipelines and HCI/CG research

Anime tool information platform

https://***.jp

Tool-related info + Sample data

Learn, benchmark　Develop tools　Researchers/developers

Uncover tacit knowledge in anime-making practice

Learn　Feedback on tools

Craft own environment　Creators

Foundational techniques for malleable tools × Mini-tools for anime production × Research and data in/from the wild

Building a platform and tools for a reciprocal anime co-creation environment to be tested in real production