Journée d'accélération de l'ICCARE-LAB

A Workshop on Creativity Support for Hand-drawn Art Practices (CHAP 2025 Paris)
Public seminar

FEBRUARY 10, 2025

Monday
1:00-6:00 PM

INRIA

8 Rue Barrault
75013 Paris

A Workshop on Creativity Support for Hand-drawn Art Practices (CHAP 2025 Paris)
PUBLIC SEMINAR

This event brings together researchers and artists from Japan and France, two countries where the culturally rich yet distinct practices of anime, animation, manga, and bande dessinée are deeply rooted and actively pursued. Through presentations, lightning talks, and panel discussions, the workshop aims to deepen mutual understanding of hand-drawn artistic practices and explore the potential of building creativity support tools from a Human-Computer Interaction perspective. This event seeks to deepen understanding of the production workflows of hand-drawn visual arts such as anime and manga, which have evolved to meet the demands of commercial art. It also broadens its scope to address activities such as translation, which are essential for distributing content across cultural boundaries. By gathering experts in industry and academia on these diverse topics, the event aims to serve as a starting point for comprehensive research into artistic practices—an area that has traditionally been challenging to explore within the narrower confines of computer science.

The workshop spans three days, beginning with a public seminar on the first day (Monday), followed by two invitation-only workshops focusing on animation (Tuesday) and comics (Wednesday), respectively. The public seminar will be held in hybrid format, and registration is required to attend it. Please note that the number of onsite attendees is limited and seats will be allocated on a first-come, first-served basis.

http://pepr-iccare.fr

1:00-1:30 PM
DOORS OPEN

1:30-1:45 PM
WELCOME AND INTRODUCTION

1:45-2:05 PM
AKIRA SHINOHARA
(comic artist)
How manga is made: mixing digital and analog practices

2:05-2:35 PM
MARC SALVATI
(OLM Digital Inc.)
How anime is made: overview and the role of tool builders

2:35-2:55 PM
BAKU HASHIMOTO
(visual artist)
Building digital tools to gain unique styles from analog practices

2:55-3:30 PM
VARIOUS RESEARCHERS AND ARTISTS
Lightning talks
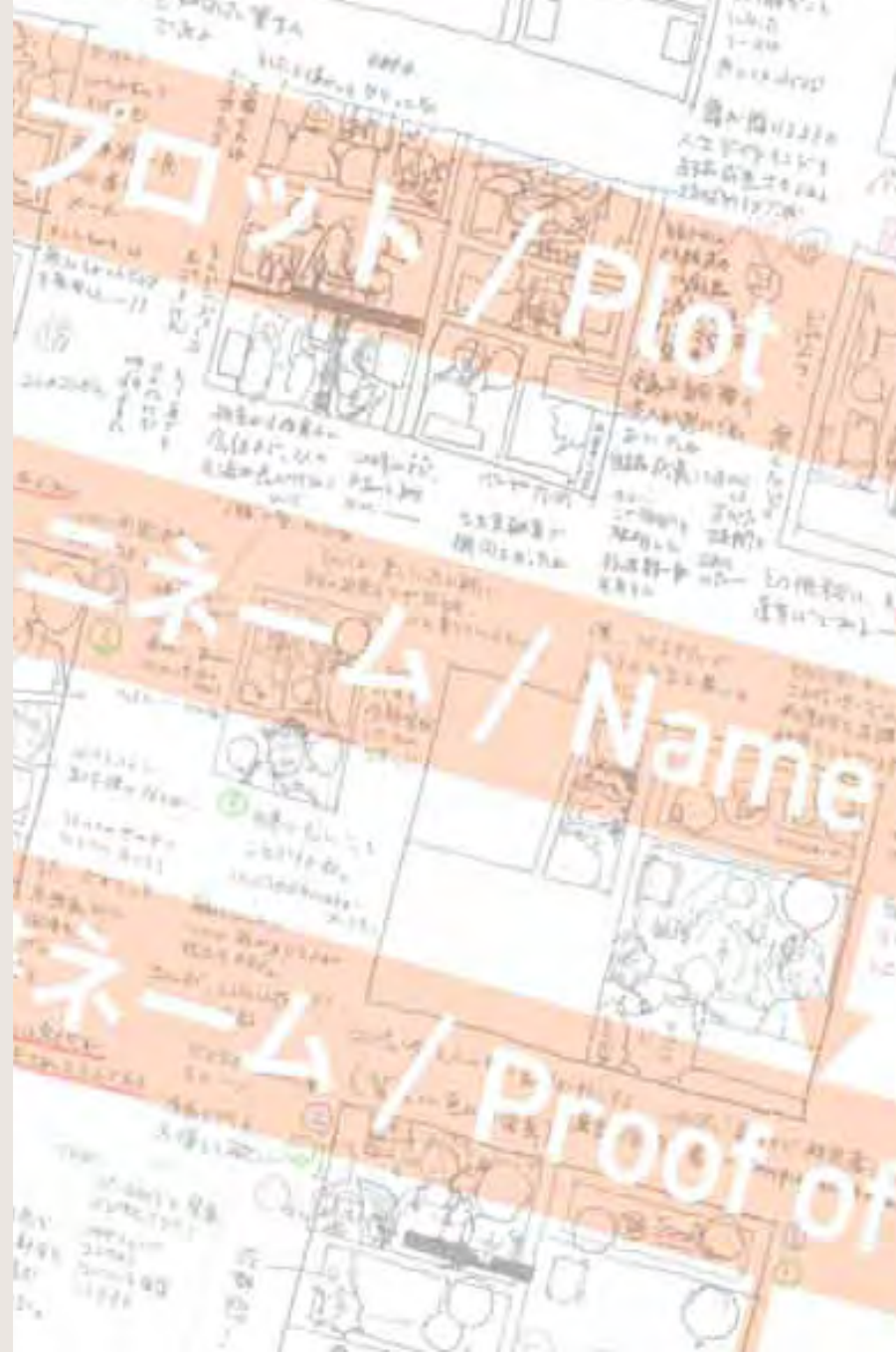
3:30-3:50 PM
COFFEE BREAK

3:50-4:10 PM
BENOÎT HUOT (Glénat)
Creating, translating, and delivering cultural content

4:10-4:30 PM
NOJI HITOSHI (Mantra Inc.)
Understanding manga content for translation

4:30-4:50 PM
AMAL DEV PARAKKAT
(Télécom Paris)
CG research for creativity support

4:50-5:25 PM
PANEL DISCUSSION
CG and HCI, research and practice, France and Japan, collaboration opportunites

5:25-6:00 PM
CLOSING REMARKS

Scientific committee

Baptiste Caramiaux, CNRS
Samuel Huron, Télécom Paris
Jun Kato, AIST, Université Paris-Saclay
Takayuki Nakatsuka, AIST
Capucine Nghiem, Université Paris-Saclay
Martin Tricaud, Gobelins Paris
Theophanis Tsandilas, Université Paris-Saclay