

## AMANO CORPUS ANIMAE

### THE ART OF A VISIONARY ANIME AND VIDEOGAMES MASTER

**Lucca Comics & Games organises  
the first European exhibition of Master Yoshitaka Amano**

**Join the Kickstarter campaign from 18 July to 9 August for the chance  
to participate in unique experiences & visit the exhibition accompanied by  
Amano himself!**

*Amano Corpus Animae  
Milan, Fabbrica del Vapore  
from 13 November 2024 to 1 March 2025*

**Lucca, 17 July 2024** – The first retrospective celebrating the 50th anniversary of visionary artist Yoshitaka Amano's career will take place from 13 November 2024 to 1 March 2025. **Amano Corpus Animae, curated by Fabio Viola** for Lucca Comics & Games, will bring more than 120 original works to **Fabbrica del Vapore in Milan**. Ahead of the exhibition, **Lucca Comics & Games** will launch an exciting Kickstarter campaign designed to allow fans to actively participate in the largest and most comprehensive exhibition ever dedicated to the Japanese artist in the West.

**From 18 July (at 6pm CET / noon EST) to 9 August you can participate in the Kickstarter campaign:**  
<https://www.kickstarter.com/projects/luccacomicsandgames/amano-corpus-animae>

**The Kickstarter campaign will give access to exclusive experiences and limited-edition products. Among the many options, it offers the unique and unrepeatability opportunity to visit the exhibition accompanied by Amano himself: an exceptional reward that will only be available for a limited number of fans.**

Among the many rewards that can be purchased on the platform, there will be the possibility of having your name inserted in the 'Backers' Wall' at the entrance of the exhibition. The names of all those who supported Amano's first European exhibition will be presented there and form a part of its history.

By joining the campaign, you will have access to an exclusive line of products created specifically for the exhibition including:

- Limited edition and deluxe edition autographed art prints
- The exhibition catalogue in different editions, including the special numbered and signed editions
- Special Miniatures
- A silk scarf with artwork dedicated to "Tosca" Made in Italy in two sizes (140x80 and 40x40) with the illustration that Amano created exclusively to celebrate Puccini's centenary
- The poster of Lucca Comics & Games 2024
- The "Tosca" Notebook
- Two original t-shirts with images inspired by Candy Girl and other characters from Amano's most famous video games

The exhibition ticket will give access not only to the show itself, but also to all the events, workshops, talks and artistic performances with internationally renowned illustrators, animators, designers and stylists who will animate the exhibition of the Master of Shizuoka during 100 days at Fabbrica del Vapore.

Furthermore, it will also be possible to purchase an exclusive open day ticket for **Lucca Comics & Games**. This ticket allows you to visit the international event on the day of your choice from 30 October to 3 November. 7,000 open tickets will be made available exclusively on the Kickstarter page.

You will also be able to see the exhibition on selected days through personalised visits guided by three artists and representatives of Lucca Comics & Games: *Need Games!* founder **Nicola De Gobbis**, Illustrator **Paolo Barbieri** and **Cristina Scabbia** vocalist of gothic metal band *Lacuna Coil*.

In addition to the poster inspired by Tosca - unveiled last June, Yoshitaka Amano has also created two other posters for Lucca Comics & Games 2024: a work in three acts linked to the Centenary of Puccini's death. The next two will be revealed respectively on 25 September and on 30 October. The two yet-to-be-revealed posters will be part of the special Kickstarter campaign with deluxe edition prints available to a limited number of fans.

## THE EXHIBITION

The Amano Corpus Animae exhibition will reflect the many faces of the artist. Amano's multifaceted production across video games, comics, anime, theatre, fashion and fine art will be retraced along four sections: from his first drawings for animation in the Tatsunoko period, to the drawings that have become iconic such as the variant covers of Batman or Superman or the cover of Vogue. A large section dedicated to the Maestro's contribution to the video game industry is unmissable: with original Final Fantasy drawings brought to Europe for the first time. Finally, the last section will focus on his fine art production with very large works that establish him as a master. POLI.design is in charge of the exhibition design characterized by Sensorial Cluster and Emerging Technologies Cluster

## About Toshitaka Amano

Yoshitaka Amano is a world-renowned Japanese artist, known for his groundbreaking work in animation, video games and contemporary art. He began his career in the 1970s with Tatsunoko Productions, contributing to iconic series such as Gatchaman and Time Bokan . In the 1980s and 1990s, he became famous for his illustrations for the Final Fantasy video game series , which earned him international recognition. Amano is also an esteemed painter and sculptor, with works exhibited around the world.

## About Lucca Comics & Games

Lucca Comics & Games is the most important pop culture event in Europe, a unique community event of its kind in the world. The event is dedicated to comics, games, video games, animated cinema, fantasy fiction, illustration and TV series, under the direction of Emanuele Vietina.

A very rich program divided into 5 days, from 30 October to 3 November, made up of hundreds of events, tournaments, game sessions, exhibitions, concerts, fashion shows, Italian and international guests, but above all a community event created by hundreds of thousands of fans and visitors who meet every year in one of the most evocative historic centers in the world: Lucca. "The largest geek gathering in the West" (Variety), this is Lucca Comics & Games, an event with 58 years of history behind it, dedicated to contemporary pop culture and new mythologies. Community, Inclusion, Discovery, Respect, Gratitude: Lucca Comics & Games has been based on these 5 values for years, shared between authors, audiences, guests and partners.

The 2023 edition ended with 315,470 tickets sold and 741,428 attendances, not counting the over 13,000 accredited professionals.

Over the years, Lucca Comics & Games has tried to integrate as much as possible into the cultural context of the city, developing formats, proposals, creative and promotional ideas aimed at enhancing the artistic-monumental heritage of Lucca, enhancing these riches within the exhibition offer and cultural aspect of the event, experimenting with the contamination of different languages and media, in the name of a unique transmedia event in the world. The walls, the squares, the historic buildings, the medieval alleys and the mysterious undergrounds welcome the participants, the great sagas and all the partners of the event who together make up the large community of Lucca Comics & Games, ready to live an unparalleled experience.

**We believe in #Community #Inclusion #Respect #Discovery #Gratitude**

Stay tuned with the Lucca Comics & Games [newsletter](#)

**FB e IG** @luccacomicsandgames; **X** @LuccaCandG; **TT** @luccacg

**Twitch** LuccaComicsAndGames; **YT** Lucca Comics & Games; **Discord** Lucca Comics & Games