

A Study on the Interest of Cartoon Based on the Example of the Quick Temper and the Slow Coach in Doraemon

Yue Lin

Nanchang Institute of Science & Technology, 330108

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Abstract: Art brings people a certain amount of fun, cartoon is also a type of art, people appreciate art has a certain reflection, the interest in cartoon is one of the reflections of appreciating art, it is particularly important to explore the interest of cartoon. Based on the case study of *Doraemon*, which is a classic Japanese cartoon, this paper analyzes and studies the interest of cartoon through its painting background, story and style. It is found that most of cartoons are mainly based on humor, satire and current affairs, which affect people's interest in cartoons in terms of form, action, situation, language, technique and character, so as to attract people's experience in cartoons.

1. Preface

Nowadays, more and more people come to enjoy cartoons, people will have different feelings after watching different cartoons. Most of the existing cartoons are humorous, which brings laughter and interest to people. Whether it is for readers who appreciating cartoons or writers who drawing cartoons, it is particularly important to study how interest affects people. What is the meaning of interest? What in the cartoon can arouse people's laughter? This paper takes the classic Japanese cartoon *the quick temper and the slow coach* in *Doraemon* as the research object to study its interest. Through the study of interest, cartoonists can draw more attractive cartoons and make readers understand the connotation of cartoon more deeply. Therefore, the research on the interest of cartoons is worth discussing together. After the research, it is found that the expression of interest is better from the form, action, technique, character and so on in this cartoon. In this way, the cartoon will play to a certain degree of fun, but also to bring readers a certain visual experience and spiritual enjoyment.

2. The background of *doraemon*

Doraemon is a science fiction filled with imaginative and humorous, it is also a classic Japanese series of films. In 1969, Japanese animator Fujiko F. Fujio (Fujimoto Hiro) finished the manuscript one day, he was inspired by *Doraemon*. On that day, while thinking about how to design animation image, a cat suddenly broke into the house, its fat and lovely shape attracted Fujimoto, and played with it involuntarily. In the evening, it was too late to finish the manuscript. He accidentally kicked his daughter's favorite tumbler toy, and the kitten ran over, so he saw the tumbler and the kitten at the same time, then *Doraemon* was born.

A robot from the next 22 century, Fujimoto calls it doraemon, Entrusted by the master Nobi Seishu, back in the 20th century, with the help of various future props from his four-dimensional pocket, to help Seishu's grandfather Nobita Nobi, a pupil, resolve all kinds of difficult problems around him, as well as light-hearted, funny and touching stories in life and the friends around him. One day, Nobita Nobi opened his desk, and a cat robot suddenly jumped out of the drawer, which is doraemon. It was sent by the descendants of Nobita Nobi from the 22nd century. The purpose is to help him solve many problems that he can't solve temporarily, and to meet his wishes as much as possible.

3. Research contents

This paper takes *the quick temper and the slow coach* in *Doraemon* as an example to analyze three aspects of its interest. This cartoon is dominated by character transformation, supplemented by actions

and techniques, and specifically describes the hero Nobita Nobi through the quick temper medicine and the slow coach medicine in the magic pocket of Doraemon change different personalities in different occasions, deal with different things, and have their own attitudes. Through such stories and techniques, they bring the readers the same personal feelings and interesting experiences.

3.1 Form and action

The reason why this cartoon can bring happiness to the readers is that on the one hand, it plays a basic role in the form and action of this cartoon. The so-called interest, it is a living thing, no matter whether it is insignificant or not, but we should respect it in the way we treat life, so we cannot ignore subtle changes from one form to another. Interest is what really belongs to people. When we see beautiful scenery, we don't think it's funny. But when we see an animal, if he is playing with his body, we may find it funny and interesting. The reason why we feel funny is that in this living thing, we feel a kind of human gesture or expression. For example, when we watch the clown performance, or the crosstalk of the skits, we see the characters on the stage performing, they use their bodies to perform all kinds of funny actions, and we usually laugh loudly. Of course, some people may think that even if this is not funny, it also depends on different life experience and values.

In addition, usually accompanied by a smile is a kind of psychological feelings, only in a calm mind where interest can play its role. The reason why forms and actions can be interesting is because of mechanical rigidity or inertia. People usually move freely in their daily life, not mechanically. So, when people suddenly see the rigid walking or running, they will feel disobeyed, which leads to the laughter of the people. In daily life, when we see robots performing in various occasions, such as imitating people's eating, brushing teeth, dancing, etc. on the stage, because of the rigidity of the body, it will stimulate the audience to laugh at its rigid actions, which is similar in this cartoon work. Nobita Nobi is the hero of the cartoon with slow character. One day, Doraemon gave him the quick temper medicine, and he found that his speed of doing anything was much faster than before. In this cartoon, we can find that the cartoonist has exaggerated the action through the performance of a series of actions such as walking, running, talking, etc. This is the change of movement that attracts readers' attention. Readers will find it very interesting after watching. On the contrary, it's the same thing when changing from quick temper to slow coach. It's actually a kind of mechanical rigidity of the body, like a machine running at a fast speed, with a regular rhythm, and it's also a mechanical change from people to things.

3.2 Character

On the other hand, besides the influence on form and action, it plays an important role in character. Now we want to analyze how character affects interest. We are convinced of the significance and value of interest to society, as well as the fact that interest is reflected in some maladjustment of people to society. For example, the rigid action mentioned before is also maladjustment to society, and there is no matter of laughter or funny except for people. Therefore, the object of our study is people and their character. So, what's the element of interest triggered by character? It's not difficult to deduce it. In life, people often regard the slight shortcomings of the same kind as ridiculous. As far as shortcomings are concerned, it's also difficult to draw a clear line. Maybe some people think that it's advantages, not disadvantages. Usually when we laugh at a person, we feel that he is humble, not because of his shortcomings and characteristics. Because laughter can make us happy and calm our anger. Therefore, a man who makes people feel funny is not always a sign of shortcomings. If people must see slight shortcomings, they need to know where the boundary between slight and serious lies. For example, the character of Alsace in *Le Misanthrope* is honest. What's funny is not his integrity, but some special performances caused by his personality. In short, it seriously affects his integrity. He's honest, but he's not gregarious, and that's why he's funny. In the cartoon, the hero of *Doraemon* is cowardly, timid, slow and procrastinating, his advantage is a sense of responsibility and integrity. He is a man who will be sad for the misfortune of others and pray for the happiness of others. Doraemon help Nobita Nobi correct his shortcomings, develop his advantages, tap his characteristics, and adjust the fate of the unlucky people. Therefore, in this cartoon, Doraemon sees that Nobita Nobi does his homework too slowly and doesn't work well with others, so he wants him to take quick

temper medicine, but he doesn't expect to take quick temper medicine by mistake, so what he shows is that he does everything very quickly. Through the setting of the quick temper medicine, it is an analysis of the character. The reason why we feel funny is that this expression is rigid and unadaptable to life. In normal life, we don't have excessive acute and slow rhythm, which is also an exaggeration of character.

3.3 Technique

Another factor that affects taste is embodied in technique. In this cartoon story, the story is from *Doraemon*, Nobita Nobi and his parents, all three of them take the quick temper medicine and the slow coach medicine. It's a kind of setting that the author uses the repetition technique, which repeats a character and the scene. For example, the same way is used in contemporary comedies, that is, the same characters appear repeatedly in different scenes, so that these characters often have the same stories in different scenes. For example, in this cartoon, *Doraemon* takes the quick temper medicine to urge Nobita Nobi to do his homework., Nobita Nobi walked slower than ordinary people, his parents took the quick temper medicine after taking the slow coach medicine, they were very flustered. These repeated techniques increased the interest of comic stories.

4. Conclusion

Through the analysis of *Doraemon*, we know that the interest of this cartoon is reflected in various aspects, such as form, action, situation, language, technique, character and so on. For example, in terms of form and action, we should pay attention to rigid mechanical imitation to highlight interest. In terms of language, we can also bring happiness to readers through witticism and paraphrase. In terms of character, we can create a rigid and unfit character for life, including the disclosure of human shortcomings, which can be reflected in character. As well as in terms of expression techniques, we can increase the interest of the story through the emphasis on roles and scenes.

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