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SAMURAI CULTURE

The word "samurai" is derived from the archaic Japanese verb "saburau", meaning "to serve"; a samurai is the servant of a lord. Originally these warriors were merely mercenaries in the employ of the emperor and noble clans. A samurai was expected to read and write, as well as to know some mathematics. Samurai were expected to have interests in other arts such as dancing, Go, literature, poetry, and tea.

The marriage of samurai was done by having a marriage arranged by someone with the same or higher rank than those being married. Most samurai married women from a samurai family. A samurai could divorce his wife for a variety of reasons with approval from a superior, but divorce was a rare event. A woman could also arrange a divorce, although it would generally take the form of the samurai divorcing her.

The philosophies of Buddhism, Busido and Zen influenced the samurai culture. Zen meditation became an important teaching due to it offering a process to calm one's mind. The Buddhist concept of reincarnation and rebirth led samurai to abandon torture and needless killing. The most famous phenomenon of Bushido philosophy was seppuku. The classic method of seppuku was hara-kiri. By committing seppuku, the samurai showed that he believed death to be preferable to following the superior's orders.

The samurai used various weapons, but the katana(sword) is the weapon that is synonymous with samurai. After a male child of the bushi was born, he would receive his first sword in a ceremony called *mamori-gatana*. The samurai stressed

skill with the yumi. It was usually used on foot and could also be used from horseback.

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ANIME

Anime's origin. Anime is generally defined as any form of animation produced in Japan. It could be in the form of an animated TV show, an animated movie, a video game, or a comic series (called "manga"). Anime is aimed at a variety of audiences, and is enjoyed by Japanese, as well as American fans, of all ages. Anime got its start in the early 1900s. Japanese artist Osamu Tezuka is considered the father of anime. In the 1960s, he adopted Walt Disney's style of animation; drawing his characters with large, round, shiny eyes. Tezuka added his own touches (the giant sweat drops, the angry pop-out veins, the stiff falling, etc.) and anime was born.

Anime's impact. Anime has become popular in America because of the many ways in which it is so different from American cartoons. Anime always keeps a steady devotion to reality. Even the most fantastic and out-of-this world anime adventures place a strong emphasis on keeping their characters and situations believable. Typical American cartoons don't try to stimulate a sense of realism in their audience, or make their audience believe that what they're seeing could possibly be real, while anime does. Many of the more "darker" aspects of life such as blood, violence, drinking, sex, nudity, and murder are all present in anime.

Genres of anime. **Shonen-anime**. It is anime for boys at the age of 12 till 18. It appeared in 1964. **Seinen-anime**. It is anime for girls. **Shojo-anime**. These stories tell us about adventures of the young sportsmen, their friends and enemies. The name of this genre consists of 2 words: "sport" and "the strength of will" (konjo).