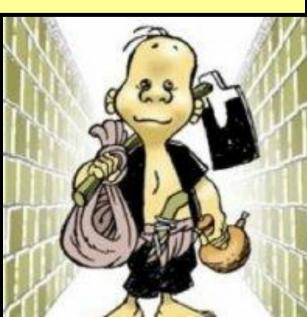


REMEMBERING THE FUTURE OF INDONESIAN COMICS

Imansyah Lubis







INDONESIA

ETHNIC & CULTURAL DIVERSITY



HISTORY

2000s **Festivals** 1980s Workshops 1950s 1930s Digital comics Translated Wayang Strips, Western foreign Major Sci-fi Daily comics publishers Historic humor 1940s 1960s-70s 1990s War, Martial arts Indie & Folklore Superhero Community Romance Based Humor Adventure Historical **Translated** Japanese / fiction Chinese /

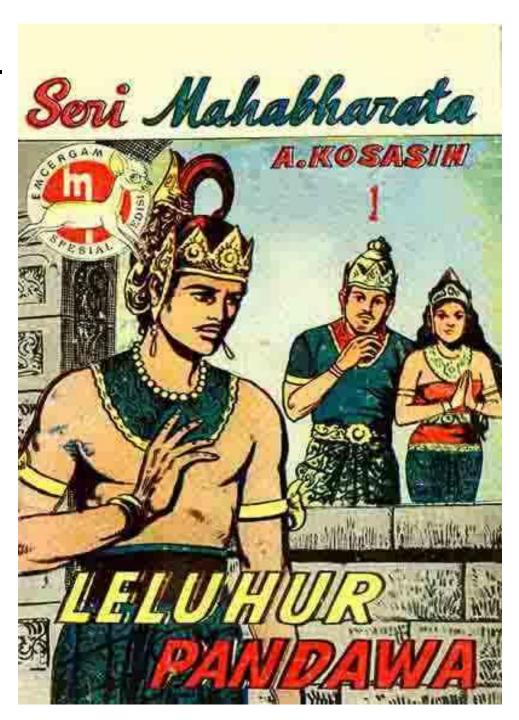
foreign comics

1930s - 1940s

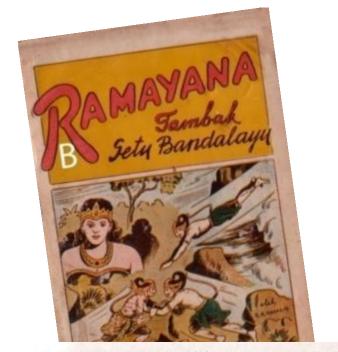
- Put On, a comic strip by Kho Wan Gie, started its debut regularly in Sin Po newspaper in 1931 (14 years before Indonesia independence).
- A daily life story of a middleclass Chinese-Indonesian native living in Jakarta.
- After Put On, other comic strips emerged in folklore, humour, and adventure genres.



Adapted from Ramayana and Mahabharata Hindu epics, and inspired from 'Wayang', a centuries-long heritage in Javanese culture, **R.A. Kosasih** published the epics in comic book format in 1954



- These works countered negative sentiments that comics were Western & capitalist products.
 Readers praised the results and the birth of Wayang comic genre began.
- R.A. Kosasih's success became the benchmark and inspired thousands comic artists for decades until today.





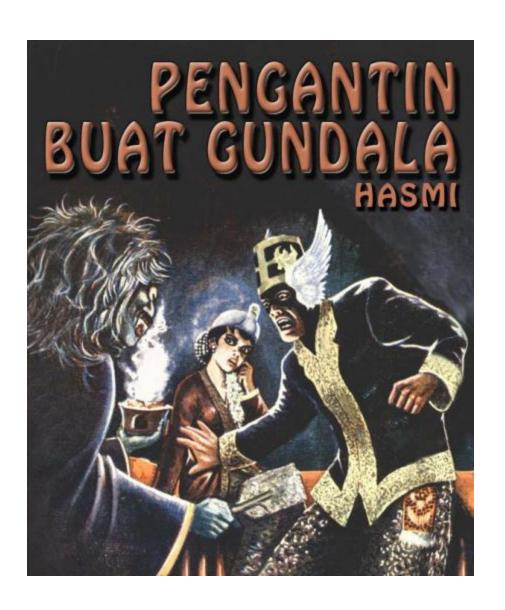
<u>1960s – 19</u>70s

The mid 60's witnessed the birth of martial arts, romance, historicalfictions, sci-fi and fantasy, and super hero comic genres.



1960s - 1970s

Although most were fictions, readers found the settings, values, landscapes, clothes, social relationship, etc were so close with local culture. Even superheroes are so 'local'.



1960s - 1970s

 This era until late 70's was considered the one of the most successful period in Indonesia's comic history.

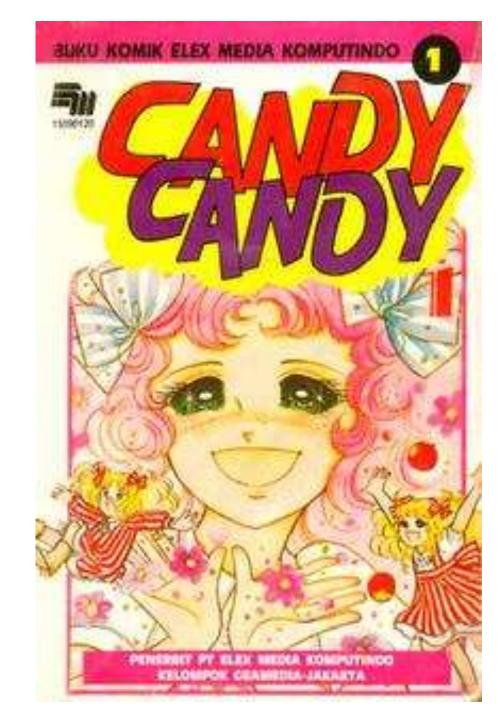
 Comics became pop culture and most children and teenagers in major cities read comic books.



Our comic's popularity declined along with the invasion of translated European, American & Japanese comics in early 80's, and TV colour.



- Comic artists and writers found irresistable fortune in other industry (cinema, theatre play, graphic design, script writing, etc) and left comics.
- Publishers went bankruptcy, uncertain with the future of comics.
- Readers moved to new attractive products: foreign comics.



The 90's saw indie (photocopied) comics emerged from campus and high schools, and the formation of community based.

Thanks to internet technology.



1990s - 2000s

Young talents got hired by major foreign publishers, and opened new opportunities for other talents.



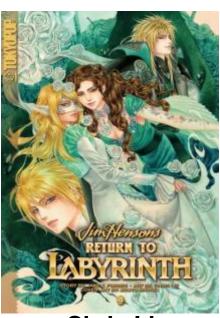
Ardian Syaf



Sami Basri

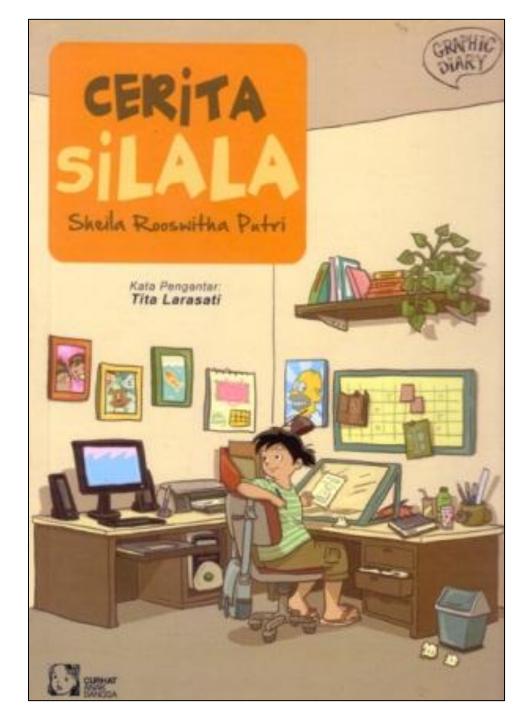


Admira Wijaya



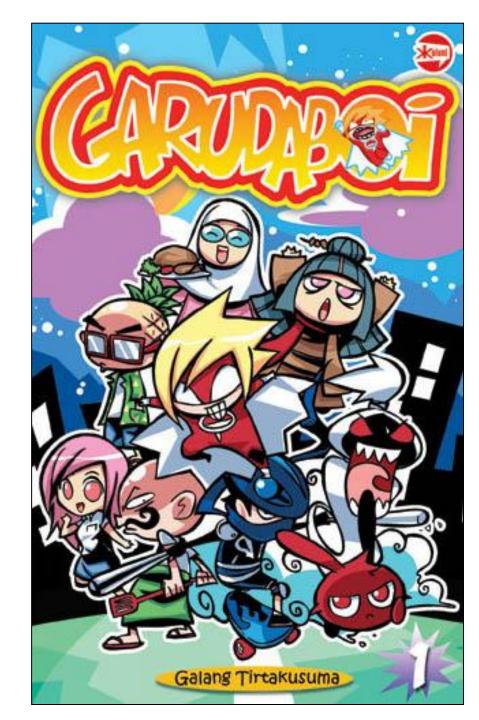
Chris Lie

2000's saw comic festivals and workshops took place, new publishers, digital-based comics, mobile phone comics, CSR and NGO comic projects, Gov't sponsored initiatives, and of course, new talents and new books.

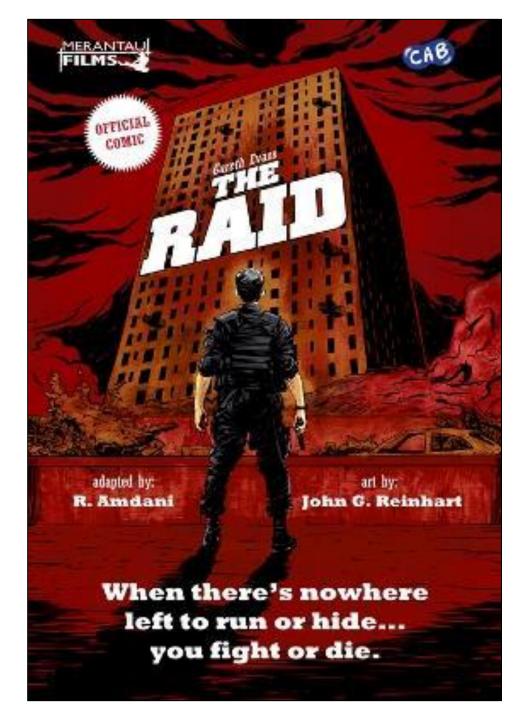


Most of our comics reflected the culture.

It can be in form of settings (architecture, scenes of a city or traditional market, forests, maritime, political and economic situation), local issues, values, social interaction, clothes and its accessories, etc.



After surviving foreign comics invasion, today Indonesian comics must fight for its existence in the entertainment world filled with television, home movies, online cinema, computer & mobile phone games, and social networks.



TOWARDS THE FUTURE

vbi_djenggotten
Penulis Married with Brondong



Indonesian comic artist, Indonesian publisher

Foreign comic artist, Indonesian publisher (translated comics)

Indonesian comic artist,
Foreign publisher,
International distribution

Foreign comic artist, Foreign publisher (imported comics)

33 Pesan Nabi

Jaga Mata, Jaga Telinga, Jaga Mulut

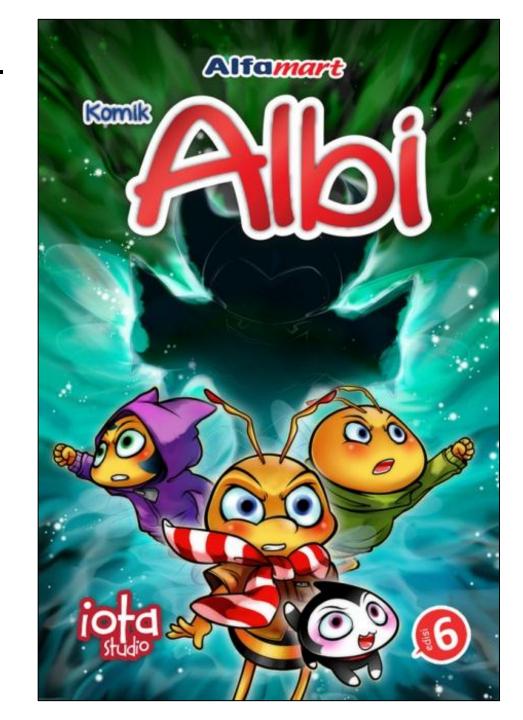


Kumpulan Komik Hadis Bukhari-Muslim

"Sangat Kreatif! Perpaduan antara pesan-pesan suci dan indahnya karya seni." —Oki Setiana Dewi, Aktris Muslimah dan penulis buku *Melukis Pelangi*

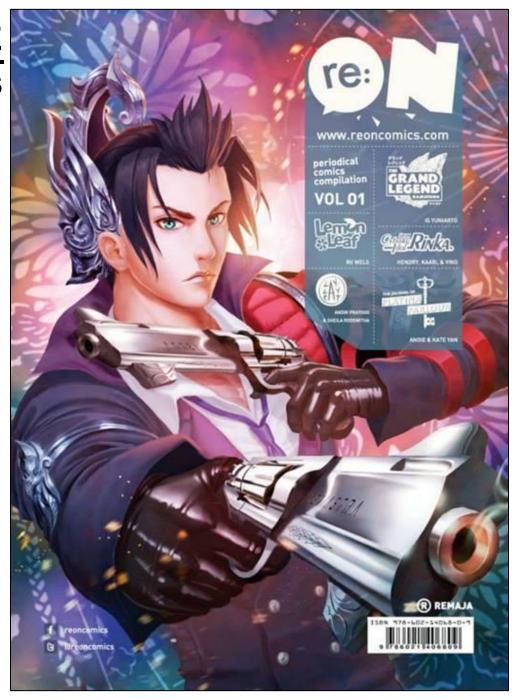
TOWARDS THE FUTURE CURRENT CONDITION

- 200 import comic books published monthly
- 2 5 local comic books published monthly
- 200.000+ potential buyer (Naruto vol 1 first print 10.000 copies, vol 37 sold 100.000 in 2 weeks)



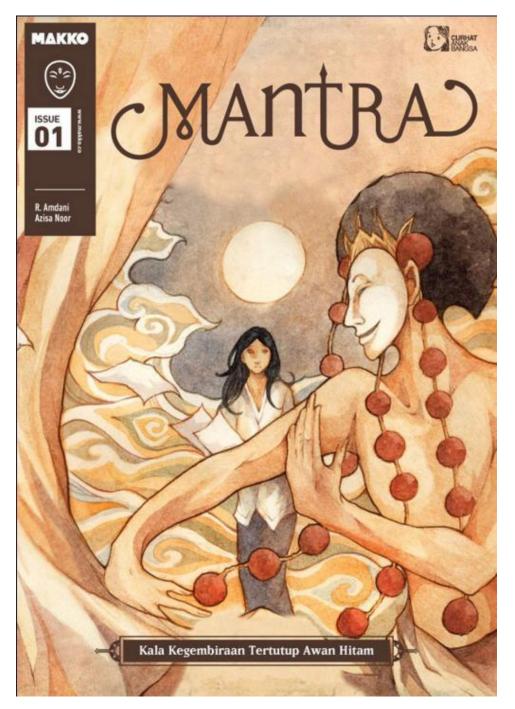
TOWARDS THE FUTURE CHALLENGES

- Lack of international exposure
- Lack of specific educations
- Lack national identity and positioning
- Low trust from local market about it's own local products
- Lack of public awareness about the careers in this industry



TOWARDS THE FUTURE OPPORTUNITIES

- Large market
- Fast growing internet users
- Competitive (International) cost
- High multicultural diversity sources to explore
- Enthusiast talented young generation

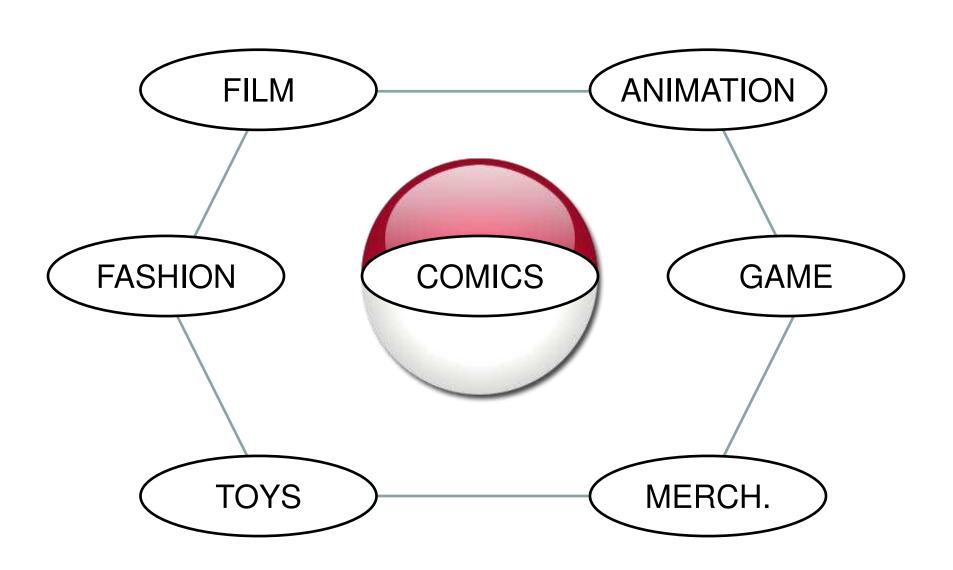


TOWARDS THE FUTURE MISSION

- Finding new audiences for comic industry
- Expanding the boundaries of the medium
- Changing the culture of comic industry



TOWARDS THE FUTURE COLLABORATION



END OF PRESENTATION. THANK YOU VERY MUCH.

