

Time of Eve
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Time of Eve discusses a variety of issues that questions what it is to be human as well as criticizing what society views as human. The film is able to communicate these unique issues by comparing a world of humans and robots. This view of life and sentience comes from a deep rooted culture that can be traced through Japan's history in Animism, or the belief of animals and non-living things can contain life and some degree of spirituality.

Time of Eve quickly questions the value of life when the main characters, Rikuo and Masakazu, meet a girl who at first appears to be human, along with the other guests of the android friendly café. The many guests of the café are androids, but seem to have human issues and understandings of the world around them. This perception of androids, leaves the viewer questioning what it really means to be human. Other topics and philosophies discussed revolve around love, self-worth, responsibilities, purpose, coping with tragedy, assimilation and conformity, as well as human perception of the world. These issues can be tied to how humans treat non-living things, such as objects, as unimportant and worthless. This idea is becoming more and more prone in the 21st century due to rapid modernization and increasing consumer products. The current issue of consumer culture, is that many people understand objects to be replaceable. This can be seen in the film, with how Masakazu acts towards androids at first, saying that it doesn't matter how people treat them, since androids are just tools. However, when the characters are in the Café they seem to drop that modern mindset and adopt a more Japanese mentality. The Japanese mentality originating and borrowing from Shinto perspectives on Kami. Kami in Japan are best described as spiritual beings that represent a variety of things such as, animals, people, unexplained phenomena, nature, and even man-made products. This respect towards non-human entities in Japan creates a level of care and respect for society and culture.

While androids have always been a hot-topic in Japanese Anime and films, Time of Eve is able to display the issues in a unique cinematographic way. Overall the film's style and presentation made the topic light-hearted and serious. My personal opinion was that film did a great job showing a different perspective on robots.

The film's set of the modern world and believable style attracts the viewer attention and interest. The pacing also made the movie much more believable, and slowed the plot to a slice of life feeling anime. Time of Eve also incorporated a serious undertone which can be related to how mankind segregates society based solely on appearance and misunderstanding. Many scenes showed heavy shadows for intense or realistic moments. One serious notice involved the depiction of the public world and the main character's, Rikuo's, private home. The overall feeling was uncomfortable yet highly intriguing. The many characters also presented fascinating backstories and a dynamic film. Anime in general tends to follow very similar styles of drawing and backgrounds. Time of Eve's drawing and lighting presented a very realistic environment for the story to take place, not being too far out there, but also interesting to understand. The various cuts, transitions, and composition of the film used realistic angles, distances, and styles which help the anime greatly immerse its story and characters into the film. Lighting also helped distinguished each scene's mood, especially in the Café when lighting is known to change. One instance of lighting change is when the two main characters begin to talk with the android "couple", creating an awkward setting that leaves the viewers laughing and uncomfortable. This ability to persuade a viewer into watching is why anime is a growing industry in Japan that greatly differs from US's animations. Japanese film and animation relate solely to Japan's culture and individuality among the rest of the world.