

Multidimensional Observation of the Development of Chinese Animation Works and the Spiritual Resonance of Youth

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Abstract. With the continuous development of modern technology and the rise of the digital entertainment industry, the influence of animation works among young people is increasing. Compared to traditional literary works, animation works attract more and more young audiences with their vivid images, unique artistic expressions, and rich worldviews. In this process, the adaptation of novels into animations not only enables the essence of the original works to be inherited but also provides viewers with more emotional resonance through the introduction of new elements and more in-depth character development techniques. Focusing on the emotional experience and educational significance of animation, which has shifted from "static" to "dynamic," it is crucial to explore the new value and path of domestic animation in resonating with the spirit of contemporary youth.

Keywords: Novel, Chinese Animation, Youth, Spiritual Resonance.

1. Introduction

The transformation of novels into animation is not only a conversion from words to pictures but also a shift from static to dynamic forms. The mutual conversion of works in various forms has received wide acclaim because it satisfies the spiritual needs of the audience, that is, people. Some works focus on social reality issues, expressing people's dissatisfaction with modern life and aspirations for a better future; some works involve many areas such as human nature, society, family, and politics, and pay attention to survival issues in contemporary society. Many fictional works also express human imagination about the future and technology. It is precisely because these works have important value in satisfying people's spiritual needs that, as an important research content in the ideological field, it is necessary to observe the development of Chinese animation works from multiple dimensions and explore how to create ethnic value products with Chinese spirit and culture in the chaotic world of animation products, so as to achieve spiritual resonance with the Chinese people, especially Chinese youth.

2. The Derivation Process from Novel to Anime

Novels are a literary genre that focuses on character development and reflects social life through a complete storyline and environmental description. Anime, a combination of animation and manga, is a core content in the development of the anime industry. Adapting novels into anime is a way to transform novels into animated form. In recent years, the development of the Chinese animation market has been growing at a surprising pace, with various types of anime works emerging. However, among Chinese anime works, the adaptation of high-quality online novels is still the mainstream direction. Most of them go through the process of "novel-manga-anime", while a small number of them are adapted directly from the novel to anime. During the adaptation process, while ensuring the originality of the novel, the plot, characters, and scenes are modified, which not only has good artistic value, but also has a high social impact.

Firstly, the process of adapting a novel into a comic requires the adaptation and refinement of the story plot and character roles to better suit the narrative style of comics. Additionally, the visual representation of scenes and characters needs to be changed and optimized according to the visual techniques used in comics. Similarly, adapting a comic into an animation involves transforming the visual images in the comic into dynamic images, and adding elements such as music and sound to

enhance the atmosphere and emotional expression. Additionally, the images in the comic need to be edited and adjusted to better fit the rhythm and visual effects of animation storytelling.

Novels provide creative ideas and themes for anime, which is a typical creative industry, and effective creativity is the core of the development of Chinese animation [1]. For example, the novel *The Three-Body Problem* by Liu Cixin was adapted into a comic book, and the comic book *The Three-Body Problem* used futuristic visual style and rigorous science fiction settings to present the science fiction world described in the novel in graphic form. The anime *The Three-Body Problem* used modern media technology on the basis of the comic book to depict one science fiction world after another and, with original plot design, successfully presented the grand narrative and the crisis facing human civilization described in the novel using modern scientific and technological means, bringing infinite expectations and fantasies to the audience. The comic book adaptation of the novel *Heavenly God blesses the people* by Mo Xiang Tong Xiu presented the ancient style elements and unique character designs in the novel through delicate visual depictions and unique character design. The comic book adaptation of the fantasy novel *Soul Land* by Tang Jia San Shao successfully presented the fantasy elements and magical world in the novel through excellent visual depictions and faithful retelling of the story, while the anime adaptation of *Soul Land* used multiple media technologies to imbue the comic with emotion, constructing a rich and colorful spiritual world for fans and becoming one of the representative works of Chinese fantasy novels adapted into comic books and then anime. As of March 5, 2023, *Soul Land* anime has aired a total of 249 episodes, with a total playback volume of over 35 billion times, achieving the inheritance and regeneration of "National" culture and providing energy for the "Re-creation" of China's animation industry [2].

3. The Diverse Effects of Reframing Novel Content in Anime

The change of cultural transmission channels implies that the content of expression must also change accordingly. The modification and even reconstruction of the novel content for anime works are based on the responsive adaptation to the "First Feedback" and "Latest Demand" of the audience, which is a direction towards better development. On the other hand, unlike novels, animation is limited by factors such as time, budget, and technology when presenting content. Therefore, animation producers may need to modify the original content to adapt to the characteristics and limitations of animation.

3.1. Improved the economic benefits of animation

The proportion of battle scenes in the entire episode of *Battle Through the Heavens* anime will not exceed one-third of the total runtime. In order to save costs, necessary high-intensity plot points will be retained, while some plotlines that consume too much funding may be cut or unnecessary content may be added in the early stages to ensure normal profits. Especially for fantasy-type anime, battle scenes are inevitable, and whether it is 2D animation or 3D animation, fight scenes are the most expensive in terms of funding. Therefore, in order to maintain the necessary investment-to-profit ratio, some modifications may be made to the original work during anime production to save costs, control production costs, and ensure maximum profits.

3.2. Improved the view experience of movie for the audience

Returning to the work, some of the intense and thrilling battle descriptions in the novel may not be intuitive enough for the audience. Although the textual description in the novel can help readers understand the story, these words may not provide the audience with enough intuitive feelings. Therefore, when producing anime, the story plot needs to be simplified in a limited amount of time. In order to ensure that the focus of the story is not diluted, to help the audience better understand the story, and make the story more attractive, the production staff may delete some less important plot points to make the anime more concise and ensure the quality of the animation. This allows the

audience to directly feel the atmosphere and emotions of the story, thus becoming more deeply immersed in the context of the story.

3.3. Catered to the diversity of the audience

Anime art gains real life only in the aesthetic views of the audience, therefore, aesthetic psychology is the determining factor of anime art value. In terms of statics, aesthetic psychology has both national commonality and individual specificity, and in terms of dynamics, aesthetic psychology undergoes a process of from intuition to perception to no perception, ultimately achieving aesthetic precipitation [3]. Adapting not only involves "Arithmetic" on the narrative and specific content, but most importantly, how to restore the original work. The most important and reliable audience of the anime adaptation is the original manga fans. The rewritten TV series must conform to their psychological concepts and restore the character image and classic scenes. Efforts are made to restore the most important features and selling points of the original manga, fully guaranteeing the "Ownership" of the original manga fans. In addition, based on the understanding of the original manga, the adaptation moderately strengthens the relaxed and humorous attributes of the original manga, forming its own personality, which does not make the original manga fans feel stiff, while deeply attracting the high attention of passers-by audiences.

According to a survey report conducted through the internet, the "Absolute Age" distribution of the audience for domestic animation in China is as follows: 11% are aged 13 or below, 59% are aged 14-17, and 30% are over 18 years old. *Structural analysis of the audience for Chinese animation* indicates that audiences aged 3-6 years old are characterized by simplicity, concreteness, imagination, vividness, and amusement. Audiences aged 6-12 years old begin to possess propositional deduction and reasoning abilities, learn to think critically, and have a cognitive awareness of social emotions. Audiences aged 12-18 years old are in a semi-mature and semi-childish stage, with a strong sense of self-awareness and a desire for presence in society. They have diverse, emotional, experiential, learning, guiding, and non-compulsory needs. Some animations may be suitable for children, while others may be more suitable for young adults. Therefore, animation producers need to adjust the story plot and visuals appropriately to cater to audiences of different age groups. Inappropriate language and violent fight scenes in the novel may need to be deleted, while corresponding plot elements are added to promote the development of the story plot and to foster positive values and attitudes among young people.

3.4. Inherited excellent Chinese culture and demonstrated cultural confidence

Classic literary works have enriched animation creation, and the re-creation of animation has reshaped classic works. The novel themes chosen by anime creators cater to the civilized products that meet the excellent traditional culture and spiritual essence of China. The nationalization exhibited by animation not only reflects the exploration of artistic styles but also embodies the dissemination of contemporary life's national spirit. In the creation of animation, China's excellent traditional culture, revolutionary culture, and advanced socialist culture are integrated, making the animation works present a clear national temperament and unique style. This evokes collective memory and directly stimulates the audience's sense of familiarity and belonging to the common cultural atmosphere, thus producing cultural identity. At the same time, with the advantage of digital publishing, Chinese animation constantly emits the voice of China on the world animation stage, constructs contemporary Chinese cultural symbols, and becomes an important carrier for China's publication to go global. It not only inherits China's excellent traditional culture but also showcases confidence in Chinese traditional culture [4].

4. The Three Dimensions of Domestic Anime Works Achieving Resonance with Youth Spirit

From the perspective of communication studies, anime is a highly influential medium that has a significant impact on adolescents. As a form of communication, anime has attractive images and storylines that can profoundly affect the thinking and behavior of its viewers. Adolescents are the builders of society's future, and their thinking is in a constant stage of maturation and development. Therefore, anime is not just a form of entertainment but also a tool to promote social resonance among adolescents. By touching the hearts of young people, anime can guide them to better understand themselves and others, and to reflect on their lifestyle and values. Through this kind of spiritual resonance, young people can find their own way of life and values, and thus obtain higher values in life.

4.1. Impact on life experience

From the perspective of communication studies, anime is a powerful medium that has a significant influence on young people. As a form of communication, anime is attractive due to its compelling images and storyline, which can deeply influence the audience's thoughts and behaviors. As the builders of society's future, young people are in a stage of constantly maturing and developing their thinking. Therefore, anime is not only a form of entertainment but also a tool that promotes social resonance among young people [5]. By touching the hearts of young people, anime can guide them to understand themselves and others better, reflect on their lifestyles and values, and resonate with them spiritually. This resonance can help them find like-minded individuals, seek a life direction that fits them, and have a significant impact on their emotions and attitudes. The characters in anime can guide young people to shape their personalities, and this formation of personality will, in turn, have an impact on their social life.

4.2. Impact on emotional experience

The portrayal of storylines and character behaviors in anime not only presents the plot but also generates spiritual resonance with adolescents through emotional communication. When watching anime, adolescents can experience different emotions in life and learn how to deal with them through the behavior and emotional experience of characters. The emotional experience in anime covers a variety of emotions in life, such as happiness, sadness, anger, fear, and so on. Adolescents can learn about emotional processing methods and how to deal with their emotions correctly through the behavior and emotional experience of characters. For example, when characters face difficulties, how they persist and bravely face challenges can be learned by adolescents to enhance their positive attitude and courage. In addition, anime can also improve the emotional recognition ability of adolescents through the development of storylines and character behaviors. Adolescents can learn to identify different emotions by observing the emotional changes of characters and learn how to identify their own and others' emotions.

4.3. Impact on communication experience

Anime can inspire teenagers to think about interpersonal relationships in a simple and understandable way. By seeing how characters solve problems through communication and cooperation, teenagers can learn how to better handle their own interpersonal relationships. At the same time, anime can help teenagers learn how to express their own emotions and understand the emotions of others through emotional resonance with the characters. By depicting rich and colorful character relationships, anime shows the different aspects and complexities of interpersonal relationships. It allows teenagers to experience how to establish good relationships with others, as well as how to maintain harmony and respect in interpersonal relationships. By observing the social behaviors of the characters, teenagers can learn how to establish good interpersonal relationships and how to deal with conflicts in interpersonal relationships. In general, anime works through spiritual

resonance to help teenagers learn social skills and interpersonal relationship management. It is an effective educational tool that can cultivate teenagers' social skills in an interesting way, making them more confident and successful in their future lives and work.

In addition, anime can provide a way for teenagers to escape from the pressures of reality and help them relieve stress. The storylines and character behaviors in anime can trigger various emotional experiences for teenagers, helping them better understand their own and others' emotions. It can also help teenagers enhance their interest in learning and stimulate their creativity. By watching anime, teenagers can learn about knowledge in various fields such as science, technology, history, and humanities, and increase their interest in learning. By watching anime, teenagers can also learn about different cultural backgrounds and languages, broaden their horizons, and enhance their cultural literacy. In addition, the language used in anime can help teenagers improve their language skills and better express their thoughts and feelings. Anime can stimulate teenagers' creativity and imagination, helping them better unleash their creativity.

5. From Novels to Anime: A New Path to Stimulate Spiritual Resonance in Contemporary Youth

5.1. Stimulating emotional expression in contemporary youth

With the development and changes in society, the demand for emotional expression in contemporary youth is gradually increasing. They hope to fully express their emotions, and as a strongly influential art form, anime can meet this demand. By portraying new anime character images with contemporary characteristics and occupations such as entrepreneurs, metaverse, and other forms with contemporary features, emotions can be expressed more vividly, enabling contemporary youth to better understand and express their own emotions. It is important to maintain the spirit of the original work in the process of adapting anime from novels, including the character's personality, plot, and emotions. By maintaining the spirit of the original work, the audience can better empathize with the characters in both the anime and the novel. This not only helps the audience better understand the characters' emotions and thoughts but also enhances their sense of identity and affection for the anime.

5.2. Catering to the spiritual pursuits in contemporary youth

The pursuit of personal growth and career development by the contemporary youth is becoming increasingly strong. Some characters in animation, such as Xiao Yan, the protagonist of *Battle Through The Heavens* have a positive and unyielding spirit of pursuit, which has a great enlightening effect on the contemporary youth. Creating an interactive atmosphere: Enhancing the connection between animation and young people through online discussions, communities, and other platforms. For example, the "Bullet Screen" function of video playback software can be utilized to allow viewers to discuss the images presented in the animation video, which can attract the attention of viewers more easily than comments and can even be considered as part of the video, greatly improving the viewing experience. As animation is adapted from novels, there may be a large number of viewers who have not read the original works, and bullet screens can play a "Popularization of Science" role. Viewers who watch for the first time can quickly familiarize themselves with the plot through the explanations in the bullet screens, and by playing the animation, attract viewers to open the novel to learn more about the plot.

5.3. Meeting the aesthetic needs in contemporary youth

With the changing times, the aesthetic demands of contemporary youth are also evolving. Internet language is one of the indispensable elements in today's popular culture. Adding some popular internet language, such as "666", "You're amazing, bro!", and "I'm speechless!" in animation can resonate with young audiences. These internet terms have become the daily language for many people, and incorporating them into animation can make viewers feel more familiar and closer to real life. In

addition, with the popularization of the internet, the speed of updating internet language is very fast, ensuring the timeliness and popularity of animation. Secondly, popular music is also a good cultural symbol. Animation makers can add some current popular songs, such as electronic music, hip-hop music, and pop music, to attract more young viewers' attention. Adding these popular songs to the animation can not only increase the audience's interest but also enhance the visual and auditory effects of the animation. Furthermore, if accompanied by corresponding music videos, it can increase the animation's exposure and reputation.

The process of adaptation from novels to anime has significant implications for the spiritual resonance among contemporary young. As a representative form of literature, novels have unique advantages in conveying emotions and shaping character [6]. On the other hand, anime presents the story plot and character images more visually through animation and music. During the adaptation process, the production team needs to deeply understand the original work, grasp the special rules of creating anime scripts, sensitively capture the spirit of the times and the audience's appreciation taste, and use methods such as adding new plotlines, adjusting the original story structure, and strengthening character development to ensure that the essence of the original work is inherited while giving the script a new meaning. This makes the anime more in line with the aesthetic and spiritual needs of young people [7].

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