



# Japan Creator Support Fund

**Bringing Japan's  
Creativity to the World**

**Japan Creator Support Fund**

Support Programs for Creator Development & Cultural Facilities Function Enhancement

# About Japan Creator Support Fund

In FY2023, the Japan Creator Support Fund was established within the Japan Arts Council to support projects nurturing Japan's diverse creators. Through these initiatives, the fund aims to foster creators who thrive internationally, invigorate arts and culture, and boost Japan's global cultural presence.



## Creator & Artist Development Support Program

3 years / 4.5 billion yen

The fund supports promising young Japanese creators, artists, and curators poised for global impact. It aids international co-productions, overseas exhibitions, performances, and participation in arts festivals. By supporting projects from planning to presentation, it fosters creative challenges, valuable experience, and global networks.

### Multifaceted Arts

The fund supports a variety of artistic fields, ranging from traditional performing arts like music and dance to contemporary pop culture, such as manga and animation.



### Global Perspective

Advisors well-versed in global cultural and artistic trends provide support for innovative creation through networking and international development.



### Long-Term Support

Developing overseas markets and creating local networks takes time and sustained effort. This program offers ongoing support to help creators succeed internationally.



## Support Program for Cultural Facilities Function Enhancement

3 years / 1.5 billion yen

To promote the appeal of Japanese creators abroad, this program supports strengthening the functions of cultural facilities such as museums, theaters, and concert halls across Japan. Through digital archiving, global outreach, regional resource utilization, and overseas exhibitions and performances, it expands opportunities for creators and fosters long-term hubs supporting their activities.

## Number of Supported Creators



Around 640 creators have been selected and have begun their activities across various fields, including manga, anime, games, visual arts, film, and performing arts (as of May 2025).

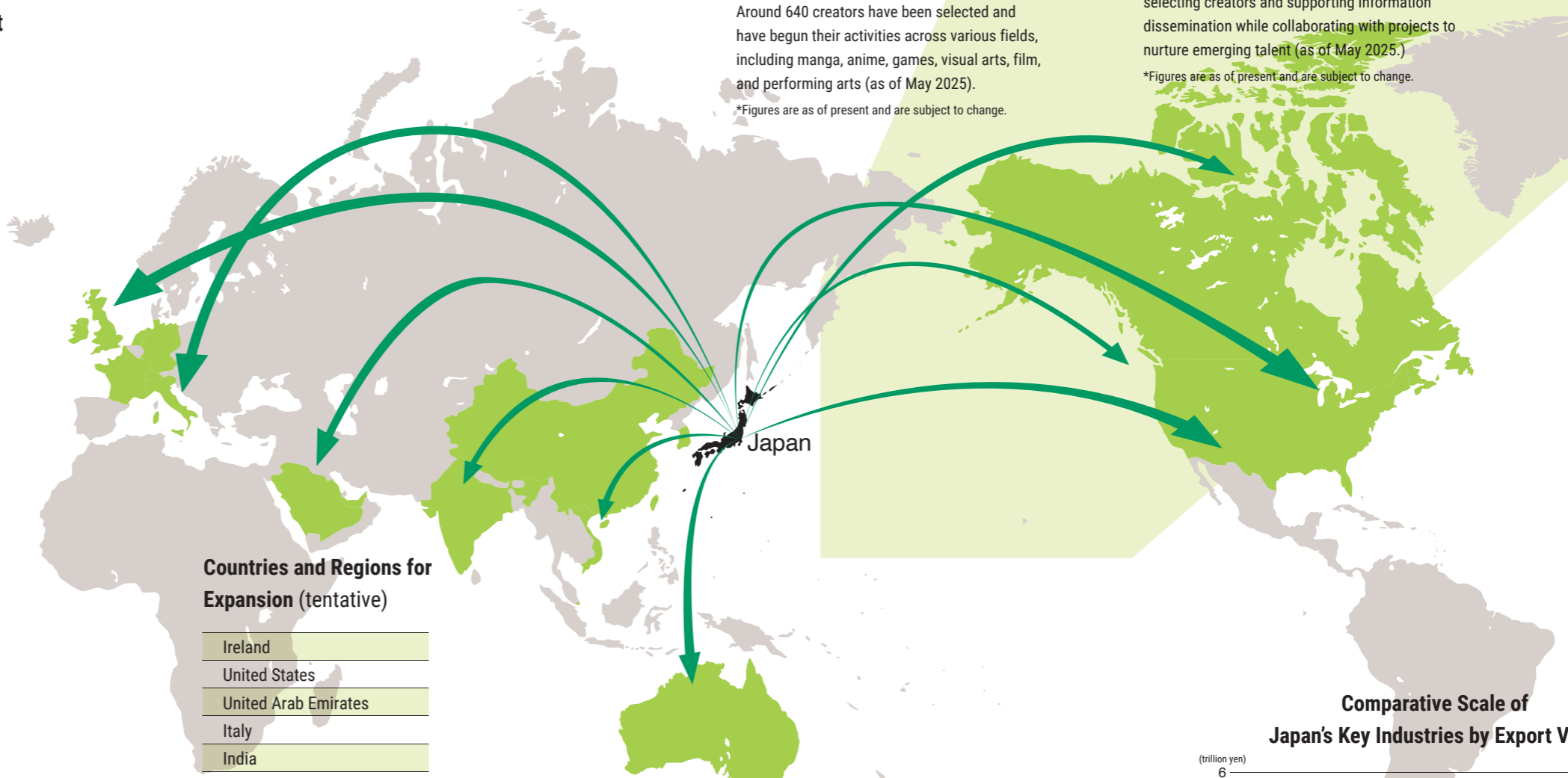
\*Figures are as of present and are subject to change.

## Number of Advisors



About 370 expert advisors are currently engaged in selecting creators and supporting information dissemination while collaborating with projects to nurture emerging talent (as of May 2025.)

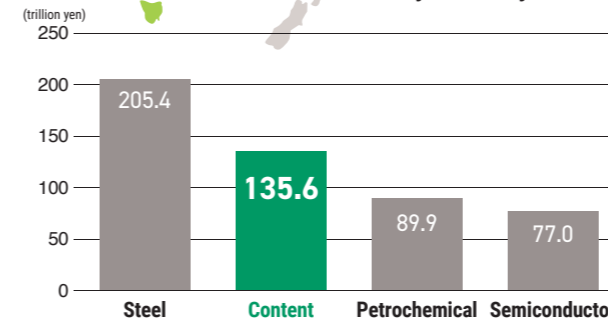
\*Figures are as of present and are subject to change.



### Countries and Regions for Expansion (tentative)

Ireland
United States
United Arab Emirates
Italy
India
United Kingdom
Australia
Netherlands
Canada
Saudi Arabia
Singapore
Switzerland
South Korea
People's Republic of China
Germany
France
Vietnam
Malta
Taiwan
Hong Kong

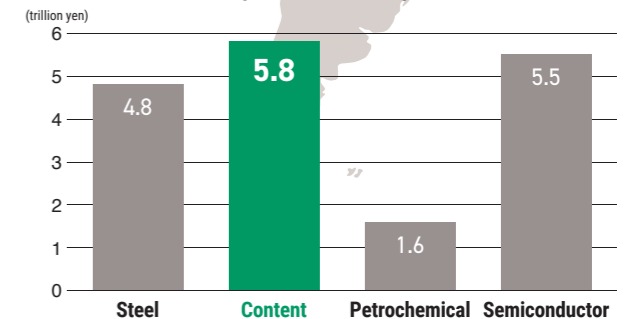
### Global Market Size by Industry



The global content market, valued at 135.6 trillion yen, is larger than both the semiconductor industry (77.0 trillion yen) and the petrochemical industry (89.9 trillion yen), according to 2022 statistics.

\*Excerpt from the Ministry of Economy, Trade and Industry's "Interim Report on the Entertainment and Creative Industries Strategy" (May 2025).

### Comparative Scale of Japan's Key Industries by Export Value



Overseas sales of Japan-originated content reached 5.8 trillion yen and continue to grow. This figure surpasses the export value of industries such as semiconductors, and content is now being positioned as one of Japan's core industries. (2023 data)

\*Excerpt from the Ministry of Economy, Trade and Industry's "Interim Report on the Entertainment and Creative Industries Strategy" (May 2025)

## Selected Projects and Organizations



### Creator & Artist Development Support Program

## Supporting Creator Activities



This project covers a wide range of fields, from manga, anime, games, visual arts, film, and music, to performing arts and traditional arts. Over 500 young creators are already participating, exploring new possibilities and promoting culture both in Japan and overseas.

## FOR CREATORS

## MUSIC

Cultivating Young Artists through the World Premiere of a New Work at an International Music Festival and the International Co-production of the Opera "The Great Wave"

### KAJIMOTO

This initiative sends promising musicians to the prestigious Lucerne Festival in Switzerland, to enhance their skills and broaden their international opportunities. Their achievements will be showcased through concerts in Japan. Additionally, a collaboration with the Scottish Opera is in progress for the new opera "The Great Wave" based on the life of Katsushika Hokusai. The initiative aims to further develop new generations of musicians and staff who are actively engaged in the international music scene.



Building Momentum for Artists: Showcasing Japanese Creativity Through Global Opera Collaborations

### Tokyo Nikikai Opera Foundation

Over the course of a year, at least one opera production is planned domestically or abroad to nurture singers and staff. Selected singers receive opportunities to perform with world-class singers, workshops, and private training to build skills for global stages. Staff also gain necessary skills through involvement in productions, supporting their international careers.



An initiative for the identification and international promotion of emerging artists through music events organized by Niconico

### DWANGO Co., Ltd.

KADOKAWA, domestic entertainment companies, and overseas music marketing firms collaborate to nurture creators involved in VOCALOID music. Targeting creators rising on Niconico events and those co-produced by Dwango, the program offers comprehensive support aimed at enabling their participation in global events like overseas anime festivals.



A project to develop the orchestra's next generation of musicians and staff through the concert tour in Europe

### The Yomiuri Nippon Symphony Orchestra of Tokyo

In fall 2024, this initiative's first European tour in 10 years nurtured young musicians and staff. By receiving direct feedback in the heartland of Western classical music, it raised artistic standards and global recognition, increasing attention on Japan's orchestras. From the second year, young performers will collaborate with top international leaders. The activities will be recorded and shared worldwide in English.



## FOR CREATORS

## DANCE

Project for Training World-class Dancers Through International Performances

### New National Theatre, Tokyo

A training program led by Artistic Director Miyako Yoshida and Japanese and British experts will support ballet dancers and staffs. Promotion through overseas PR and recorded videos will be conducted. In July 2025, the Royal Ballet's Giselle—the National Theatre's first overseas independent production—will be performed, fostering world-class dancers and globally minded staff.



"Wings": International Dance Project by Dance Base Yokohama for Emerging Creators

### SEGA SAMMY ARTS FOUNDATION

This project creates a professional environment with mentor dialogue to develop dance works with strong international appeal. After domestic premieres, works are refined and promoted at art markets, festivals and theatres. Artists, producers, and critics engage in the full process, aiming for international performances. It boosts global recognition of Japan's dance and cultural arts.



[Website](https://dancebase.yokohama/en/wings) <https://dancebase.yokohama/en/wings>

From Japan to the World: Rising stars & Future Top Five Ballet Companies

### Japan Performing Arts Foundation

By inviting overseas instructors and holding performances domestically and abroad, this project strengthens training and promotes staff and dancer development. It also enhances connections through knowledge transfer and continuous overseas research. In 2026, the all-Japan production of Kaguya-Hime (2023) will premiere overseas, boosting Japan's presence in the global ballet scene.



## FOR CREATORS

## THEATER

Kyoto Experiment Training Platform

### Kyoto Experiment

To develop curators active in the global performing arts field, this initiative aims to (1) nurture aspiring curators through showcase projects, (2) expand international networks by inviting overseas curators, (3) train artists via overseas productions, (4) develop international producers and technical directors, and (5) cultivate critics through review projects. These efforts aim to boost Japan's cultural presence worldwide.



SOIL Fellowship Program

### Japan Performing Arts Solidarity Network

This project aims to build a new foundation for Japan's overseas performing arts strategy by (1) creating international learning programs, (2) dispatching artists to global markets like the Edinburgh International Festival, and (3) promoting digital distribution. It also accumulates know-how and shares it with the industry, fostering emerging producers with a global perspective.



Capacity Building of Next Generation Creators and Artists: Focus on Performing Arts in a Cross-Cultural Context

### SAI Inc.

By FY2026, participants will engage in international co-productions with organizations and creators from five countries and undertake residencies in India. Through research, seminars, and talks abroad, they will deepen their understanding of Japan's culture and global diversity, developing pride, skills, and a strong will to thrive as next-gen creators on the world stage.



IN TRANSIT

### precog co.,LTD.

The training program is based on four pillars: (1) capacity building, (2) networking, (3) overseas performances, and (4) PR, marketing, and archiving. It develops skills, networks, and infrastructure for international expansion, enabling overseas tours and co-productions. The project also partners with media to share reports and build a knowledge database.



[Website](https://in-transit.org/en/) <https://in-transit.org/en/>

Creator Development Project for Success in the Global Show Business Industry

### HoriPro Inc.

Young creators across diverse fields—directors, composers, choreographers, artists, and producers—learn global standards in the creative process and negotiation through overseas performances. The project aims to nurture globally active creators and earn international acclaim while strengthening ties with foreign arts organizations to build a foundation for exporting outstanding content abroad.



## FOR CREATORS

## TRADITIONAL AND POPULAR PERFORMING ARTS

Creator Development Aimed at Expanding Kabuki Overseas

### Shochiku Co., Ltd.

This project offers overseas workshops supervised by Bando Tamasaburo and domestic Kabuki classes with an international focus. Experienced performers mentor young creators in Kabuki showcases streamed with English subtitles. It aims to nurture globally active Kabuki actors and staff and promote Kabuki's expansion abroad as a unique Japanese cultural heritage.



Project to Promote the Appeal of Japanese Music – Fostering young artists through Japanese cultural activities –

### The Association for International Exchange of Japanese Music

This project promotes the charm of Japanese traditional music both domestically and internationally, providing promising young musicians with global opportunities. It supports the preservation and development of performance skills, activates the industry through various related initiatives, and fosters exchanges among stakeholders and partners to ensure sustainable growth.



Bunraku Artist Development Project: Cultivating World-Class Performers for Global Recognition

### BUNRAKU KYOKAI

New Bunraku works will be created and performed through collaborations with other genres, such as Chaplin's City Lights and manga. Overseas Bunraku performances will be actively promoted to raise awareness. By combining international tours and premieres of overseas and manga-based works in Japan, this project fosters globally active talent and boosts audience interest.



## FOR CREATORS

## PERFORMING ARTS

Training Program for International Performing Arts Coordinators

### The Association of Public Theaters and Halls in Japan

This project, in collaboration with the Yokohama International Performing Arts Meeting (YPAM), selects 10 producers and stage technicians through an open call and screening. They participate in overseas festivals and platforms for training through observation, exchange, and presentations, aiming to develop "overseas coordinators" who continuously promote Japan's performing arts abroad.



## FOR CREATORS

## MEDIA & VISUAL ARTS (Manga, Games, Media Art, Animation, Film)

Global Anime Challenge

### KINEMA CITRUS Co., Ltd.

Promising young animation talents—directors, producers, and animators—will be selected to learn about production, planning, promotion, and leadership in line with domestic and international trends. After interning at top overseas studios, they'll create pilot films and present them at international festivals, fostering future leaders in Japan's anime industry.

[Website](https://www.global-anime-challenge.com/) <https://www.global-anime-challenge.com/>



Manga International Network Team (MINT)

### Japan Publishing Industry Foundation for Culture (JPIC)

Manga artists and editors aiming for global expansion will receive practical guidance and promotional strategies through lectures and consultations with experts. They will then participate in overseas manga events like Anime Expo and gain networking opportunities with international publishers. The first phase focuses on North America.

[Website](https://www.mint-mangaproject.com/en/) <https://www.mint-mangaproject.com/en/>



Top Game Creators Academy

### Computer Entertainment Supplier's Association

This two-year school-style program trains the next generation of globally active game creators. Participants will learn advanced production skills, publishing, and promotional strategies from experienced professionals. Game projects developed in the program will be showcased at game expos in Japan, Germany, and Taiwan to gain practical global business experience.

[Website](https://tgca.jp/) <https://tgca.jp/>

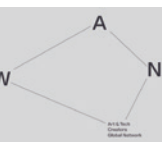


WAN: Art & Tech Creators Global Network

### Computer Graphic Arts Society (CG-ARTS)

Aspiring media artists will stay in New York for research and showcasing their work. By engaging with local programs and networking with curators, gallerists, and institutions, they will gain direct feedback and build a foundation for global careers. Insights and know-how will also be shared widely through online platforms.

[Website](https://www.w-a-n-art.net/) <https://www.w-a-n-art.net/>



## New Way, New World: Program for Connecting Japanese Animators to the World Computer Graphic Arts Society (CG-ARTS)

While Japanese short animations have global potential, many creators struggle to sustain careers due to gaps in planning, scriptwriting, and English communication. This program supports aspiring creators and producers by offering collaboration and networking with key domestic and international figures, fostering globally active talent.



[Website](https://new-new.jp/) <https://new-new.jp/>

## Film Frontier

### UNI JAPAN

Under the umbrella of Film Frontier, three training programs, (1) Global Networking Program (UNI JAPAN), (2) Residency Program (VIPO), (3) Feature Anime Creators in Progress (UNI JAPAN), will nurture emerging creators, such as directors, producers, screenwriters, and studios. All programs support project development and global outreach tailored to each creator's goals.



## FOR CREATORS

### CONTEMPORARY ART

## T3: PHOTO FESTIVAL TOKYO / PHOTO ASIA / NEW TALENT

### TOKYO INSTITUTE of PHOTOGRAPHY

This initiative leverages the simultaneous international photography festival and art fair to nurture emerging artists, curators, and critics. It includes: (1) public juries to select and promote outstanding artists worldwide; (2) curator training for global exhibition coordination; (3) support for young critics to publish reviews. Catalogs and outreach run alongside.



[Website](https://t3photo.tokyo/) <https://t3photo.tokyo/>

## JUMP: Global Collaboration Program for Emerging Artists and Curators from Japan

### Independent Administrative Institution National Museum of Art

Emerging artists and curators will collaborate with museums overseas to create new works based on their research during international residencies. These works will be exhibited at each museum abroad and later shown in museums in Japan. To share the insights gained through this program, the process will be shared online, and a publication will be produced to serve as a reference for anyone working in the arts on an international scale.



[Website](https://jump-ncar.artmuseums.go.jp/) <https://jump-ncar.artmuseums.go.jp/>

## FOR CREATORS

### EMERGING TRANSDISCIPLINARY GENRES

## Transdisciplinary talent development for the production of the new opera series "Super Angels" and its overseas expansion

### ATAK TOKYO CO, LTD.

Composed by Keiichiro Shibuya, "Super Angels" is a new-concept opera depicting a future of human-technology coexistence. This project brings an international director as co-creator for the new series, fostering talent in each role from creation to overseas expansion. Young multi-skilled artists form teams with mentors to create and develop continuously in this new field.



## Beyond Creators Project <ars●bit>

### Shibuya Asobiba Production Committee

The creative hub "404 Not Found" in Shibuya and Hotel Anteroom Kyoto collaborate on the "art bit" project, showcasing indie games and contemporary art. Leveraging Shibuya and Kyoto's strengths, they support cross-disciplinary creators through events, exhibitions, and fairs, fostering exchange and growth centered on games, while actively promoting via various media.



[Website](https://www.arsobit.com/en/) <https://www.arsobit.com/en/>

## Kogei Artists Promotion Project

### NPO Syuto Kanazawa

This project focuses on the potential of "Kogei" as a new 21st-century art form, nurturing artists working at the intersection of craft and art. It includes international symposia in collaboration with overseas research institutions and special exhibitions at global art fairs. By strategically developing talent, expanding overseas, and redefining its context, it aims to create a new artistic content market for Japan's "Kogei".



[Website](https://goforkogei.com/en/) <https://goforkogei.com/en/>

## Japanese Cultural Presentation Platform "KAISEKI"

### screamlounder Inc.

This project reconstructs the authentic full tea ceremony as a linguistic structure of contemporary art to show Japanese culture - clothing, food, and shelter. It seeks to generate Japanese culture as a true global content beyond Orientalism. Through artist selection and relational infrastructure, we cultivate Japanese creators as irreplaceable cultural agents.



## Support Program for Cultural Facilities Function Enhancement

### Cultural Facilities as Hubs for Activities and Outreach



Japan  
Creator  
Support  
Fund  
FOR CULTURAL  
FACILITIES

Museums serve as hubs for creators' activities and outreach by promoting digital archiving and content dissemination. Theaters and concert halls act as centers for nurturing creators and hosting performances, working to share their appeal both domestically and internationally.

## FOR CULTURAL FACILITIES

### MUSEUMS

## Art Practice Promotion Project from Oita - Bamboo/Curation and Production

### Oita Art Museum

This project promotes the unique value and appeal of Oita's bamboo culture internationally by nurturing the next generation of bamboo craft artists. It raises the profile of artists and works through collaborations with renowned artists and participation in overseas art fairs. It also strengthens curatorial and production skills via museum collaborations and exhibitions, developing Oita City Art Museum as a global art hub.



## Next Generation Learning Content Producer Development Project

### National Museum of Nature and Science

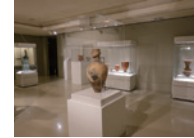
The National Museum of Nature and Science's expertise in exhibitions and learning support, combined with an innovative video production unit's know-how in video and educational program creation, is integrated to train emerging content producers. These producers will effectively utilize museum specimens across real, virtual, and mass media spaces, aiming to become a center for promoting science education in Asian museums.



## Japanese Culture Promotion Project by the Global Exhibition Team

### Tokyo National Museum

The Global Exhibition Team (GET) aims to build networks with overseas museums and become an international hub for researching and promoting Japanese culture, along with training young talents such as curators who will play an important role on the world stage. The trainees will focus on cultivating an international fan base of Japanese culture and nurturing local experts. The team will establish this international hub with programs such as projects to develop exhibition methods, and strive to achieve its goals through Japanese arts and crafts exhibitions around the world.



## Global Art Professional Development Project

### Mori Art Museum

This project aims to nurture mid-career and young curators to the level of artistic directors or producers at international art festivals like triennials and biennials, while strengthening the museums that support their activities. It pursues these goals through two initiatives: architect Sou Fujimoto's overseas touring exhibition and a curator development program.



## FOR CULTURAL FACILITIES

### THEATERS AND CONCERT HALLS

## Constellation

~ Connecting Worlds with Aichi Prefectural Art Theater Dance Project ~

### Aichi Prefectural Art Theater

Aichi Prefectural Arts Theater has promoted dance, an art form that transcends languages, for over 30 years. In this initiative, it will produce works with four dance artists of diverse ages and styles, along with producers and technicians, and stage performances in Japan and abroad. It aims to build networks and conduct overseas promotions, strengthening the theater's role as a hub in Japan's dance scene and boosting its international presence.



## MURINKAN International

### Ebara Riverside Theatre

Komaba Agora Theater in Tokyo, the now-closed Youth Theatre's longtime base, established Murinkan, a training center for theater artists. This project uses that experience to train selected participants through foundational theater courses and international fieldwork, aiming to make Ebara Riverside Theatre a creative hub nurturing creators who will strengthen Japan's stage production worldwide.



## STRANGE Lab.

### SPAC-Shizuoka Performing Arts Center

This project strengthens SPAC's role as an international training hub for street theater creation, a field with strong future potential. Four emerging artists supported by the program present their works annually at "Strange Seed Shizuoka," a street theater in Shizuoka City. This initiative promotes entry into the global performing arts market while showcasing Shizuoka's rich cultural foundation.



[Website](https://spac.or.jp/en/) <https://spac.or.jp/en/>

## Theatre-Based Comprehensive Talent Development and International Promotion

### Setagaya Public Theatre

This program develops emerging artists and young theater staff under artistic director Akira Shirai and experienced mentors. Through OJT and collaborative creation, participants learn international co-production methods with European and Asian theaters. Works are presented domestically and abroad to build and strengthen global theater networks.



## TMT Gear – The Creator Support Project

### Tokyo Metropolitan Theatre

Led by incoming artistic directors from FY2026, Toshiki Okada and Kazuki Yamada, along with other experienced theatre executives, this project develops creators and staff to promote Japanese performing arts globally. It offers OJT, overseas training, production support, and fosters teams for stage video promotion and archiving, boosting domestic and international outreach.



## Music Creators Development Project – Tokyo & Paris to the NEXT

### Tokyo Bunka Kaikan

In collaboration with Paris's IRCAM, a world-leading contemporary music institute, this project commissions works from three young Japanese composers. Through creative collaboration with IRCAM engineers and presentations in Japan and France, Tokyo Bunka Kaikan staff also participate, enhancing skills and promoting international exchange, advancing Japan's electronic and contemporary music scene.



## Step into the world from Matsumoto

### Matsumoto Performing Arts Centre

Under the guidance of Midori Kurata, Artistic Director of the dance division, three dancer-choreographers and one production coordinator will be in residence in Matsumoto City on a recurring basis. They will create new works inspired by the region's nature, traditional arts, and community. Aligned with the theatre's "open theatre" concept, they will engage the community while nurturing talent to promote the unique art born from this region globally.



[Website](https://www.step-matsumoto.com/) <https://www.step-matsumoto.com/>

## Talent Development through Children x Technology Art Project

### Yamaguchi Center for Arts and Media [YCAM]

Since opening in 2003, YCAM has created media art and performing arts in collaboration with the community, expanding art and technology possibilities. This project enhances YCAM's role as an international creative hub by producing works for children with internationally active dancer Pijin Neji, a sci-fi writer Sayo Onoda, young creators, and engineers, fostering creative connections between children and AI technology.



## ROHM Theatre Kyoto Repertory Premiere: 'Hopes'

### ROHM Theatre Kyoto

ROHM Theatre Kyoto, together with young performing artists and creators, runs a project to showcase talent from Kyoto to the world. Acting as a hub, the theater supports global careers by fostering a model. Two selected directors, Masato Nomura and Yuya Nishida, create and present four works (new and past) domestically and internationally.



[Website](https://rohmtheatrekoto.jp/repertory/rohmtheatrekotorepertoryhorps/) <https://rohmtheatrekoto.jp/repertory/rohmtheatrekotorepertoryhorps/>

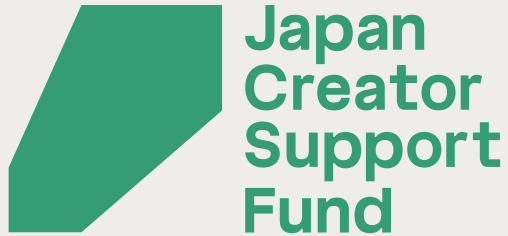
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- Tokyo Nikkai Opera Foundation / From the curtain call of Tokyo Nikkai Opera's Così fan tutte / Conductor: Clelia Cafiero, Stage Director & Costume Designer: Roland Petit, Don Alfonso: Laurent Naouri / November 10, 2024, Yamagin Kenmin Hall
- DWANGO Co., Ltd. / "VOCALOID" and "Vocalo" are registered trademarks of Yamaha Corporation
- New National Theatre Foundation / Ayako Ono as Giselle and Kosuke Okumura as Albrecht in Giselle / Photo by Takashi Shikama
- Japan Performing Arts Foundation / © Shoko Matsushashi
- Kyoto Experiment / © Aiko Koike
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- BUNRAKU KYOKAI / © National Theatre of Japan
- The Association of Public Theaters and Halls in Japan / Scenes from CINARS 2024 training
- ATAK TOKYO CO., LTD. / © Keiichiro Shibuya MIRROR Ghost at the Grand Palais, Paris (March 14, 2025) / Photo by Astrid Steas, Dimitri Lantucci
- NPO Syuto Kanazawa / Yoca Mura, Upwell (2021) / Installation view at GO FOR KOGEI 2021 (Otaki-Okamoto Shrines, Fuku Prefecture) / Photo by Masahiro Katano
- National Museum of Nature and Science / Image provided by National Museum of Nature and Science
- Tokyo National Museum / Special Exhibition: "Legacies of Beauty: Archaeological Treasures from Ancient Japan" (held at Heraklion Archaeological Museum, Greece, 2023)
- Mori Art Museum / Model of the "2025 Osaka-Kansai Expo The Grand Ring" (conceptual exhibition image) / © Sou Fujimoto Architects
- Aichi Prefectural Art Theater / © HATORI Naoshi
- Setagaya Public Theatre / Photo by Shinji Hosono
- Yamaguchi Center for Arts and Media / Photo by Shintaro Yamanaka (Goyumi) / Courtesy of Yamaguchi Center for Arts and Media (YCAM)
- ROHM Theatre Kyoto / Photo of Masato Nomura by Kana Shimizu / Photo of Yuya Nishida by Shun Ujita

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## About the Logo

The logo is inspired by a flat plane, symbolizing Japanese creators expanding beyond borders. Representing limitless growth in all directions, it reflects a new wave of creativity emerging from Japan onto the global stage.



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## Initiatives from FY2025 on

### **Japan Creator Support Fund** **Creator Support Program (Program Development & Implementation)**

**Agency for Cultural Affairs, Government of Japan**

This program supports multi-year training developed with universities, companies, and industry groups to help creators gain skills and practical international experience needed for success in global careers.



Japanese  
language only

### **Japan Creator Support Fund for Entertainment,** **International Outreach Program (Long-Term Projects)**

**Ministry of Economy, Trade and Industry**

To boost Japan's content industry abroad, this program offers multi-year support for producing globally competitive visual works and key processes such as financing, partner acquisition, concept and script development, and IP rights clearance.



Agency for Cultural Affairs, Government of Japan

**Japan Arts Council**  
Japan Creator Support Fund Secretariat

