

Japan Screen Topics

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SAISEI MARU - FLOATING MEDICAL CLINIC

100 feet 2 min. 47 sec.

1. INLAND SEA (3 feet - 15 feet)

In 1911 a foundation was established under the auspices of the Emperor to help attend to the medical needs of the nation by building hospitals, rehabilitation centers, mental institutions, medical training centers, and also for providing medical services for areas and villages where the population is not large enough to support doctors and modern medical facilities. And herein lies the work of the Saisei Maru - a medical ship which travels regularly all year round to 70 out of the approximately 200 islands of Japan's Inland sea.

2. SAISEI MARU DOCKING (15 - 43)

Here is the new Saisei Maru which began its duty last year, a modern successor of the first ship which was in service for 13 years.

It weighs 195 tons, travels at a speed of 10 knots, and measures almost 30 meters in length. It carries one to two doctors, ten to twelve medical technicians, and a crew of five.

3. MODERN EQUIPMENT (43 - 72)

The medical staff includes specialists who have at their disposal all the finest modern diagnostic equipment that is present in modern hospitals.

A nurse checks a patient on an electrocardiogram, and reads the results for any malfunctions or abnormalities.

The X-ray room, also, has the most modern diagnostic facilities with its various types of X-ray machines.

The Saisei Maru even has a chemical analyzer.

4. DOCTOR GIVING AN EXAMINATION (72 - 80)

The ship's medical facilities are extensive enough to enable the doctor to give complete examinations to all the patients and provide the necessary medical treatment and consultation as this little girl receives.

5. CONCLUSION (80 - 100)

The Saisei Maru shows how this non-profit foundation brings a humanitarian service to areas that might not otherwise have been adequately provided for as these people of the fishing villages of the Inland Sea area. This medical service is, of course, free and a concrete example of Japan's long-standing concern with welfare for all the people.

CONFERENCE BY TV

50 feet 1 min. 23 sec.

1. OSAKA CASTLE (3 feet - 28 feet)

At the Nakanoshima Center Building in Osaka, a conference room has been installed for experimental use in which the participants can communicate with another group in another location (in this case, at Tokyo's Imperial Hotel).

In an age where time means money, two business parties are able to transact business in a normal way without having to waste valuable time and expense in traveling.

Participants, numbering from 6 to 10 on each side, can gather and carry out all the normal functions of a business conference. There are eye to eye contact and microphones for all members.

2. CAMERAS (28 - 41)

Complete explanations and communication are facilitated by a full range of cameras including an overhead camera which is used to view documents, graphs, drawings or any other such material that are so often brought to a conference. Of course, these facilities have other potential usages such as job interviewing, and talent auditions.

3. CONTROL PANEL (41 - 50)

The cameras and viewing screens are in color and are controlled by one member of each conference group who coordinates the participation.

This experiment in communication is another imaginative product of Japan's innovative electronics industry.

Keel
Mits
w/f

SIMULATED ANIMALS

72 feet 2 min. 0 sec.

1. POLAR BEAR (3 feet - 8 feet)

Recently, there has been a growing popularity in life-like representations of animals of the world displayed in various places throughout Japan.

2. THE FACTORY (8 - 41)

One reason for their popularity is the precision and care that goes into their construction. The most difficult part is the machinery that is placed inside the animal allowing it to give a true-to-life representative gesture that is characteristic of the real animal itself.

Their original purpose was to promote the famous Tama Zoo in a suburb of Tokyo, by displaying them in Tokyo's giant Shinjuku Station. Here they became popular with children, and, due to their comparatively easy portability, they began to be displayed elsewhere. Hence, their production has been increased to meet the new demand.

3. COMPLETING THE ANIMAL (41 - 55)

Even the fur of this bear is simulated and carefully painted to give the appropriate color. From here he may be transported to any of the possible points that give exhibitions of these animals, for example, department stores or parks.

Ahh..... A finished product.

4. EXAMPLES (55 - 72)

Children are quite fascinated by the simulated animals due to their life-like appearance and the fact that they can come close to the animals and examine their realness.

It's kind of fun to be able to see your favorite bear on your way to work in the morning!