



ACTIVE GAMING MEDIA

Active Gaming Media

Manga Translation



Established as **Japan's first company** specializing in game localization

We bring entertainment from Japan to the world and vice versa.

Available Languages

55+

Projects

13K+

Countries (Regions) Served

67

Employee Nationality

50+

「Boundless Entertainment」



We work with **50+ languages.**

- Asia -

Japanese, Korean, Chinese (Simplified/Traditional), Thai, Indonesian, Hindi

- Europe -

English (UK), German, French, Italian, Dutch, Danish, Spanish (European), Portuguese, Swedish, Finnish, Czech, Russian

- Africa -

Portuguese (African), Arabic (Egyptian), French (African)

- Middle East -

Arabic, Turkish, Hebrew

- Central & South America -

Spanish (Central/South American), Portuguese (Brazilian)

- North America -

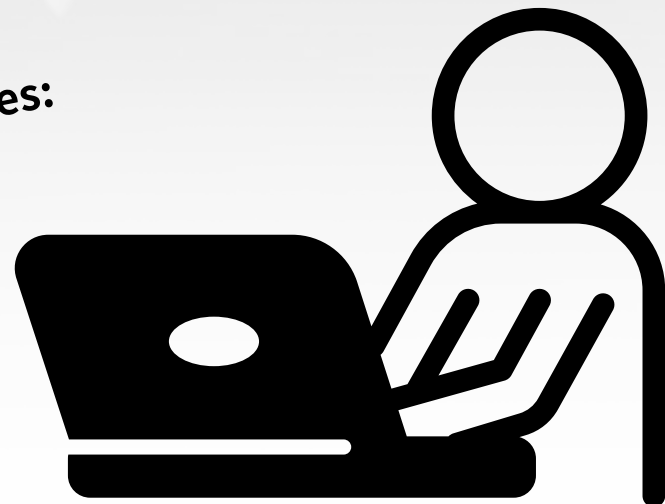
English (American/Canadian), French (Canadian)

Quality

We employ experienced, professional manga translators.

Skilled workers
that are **quick**

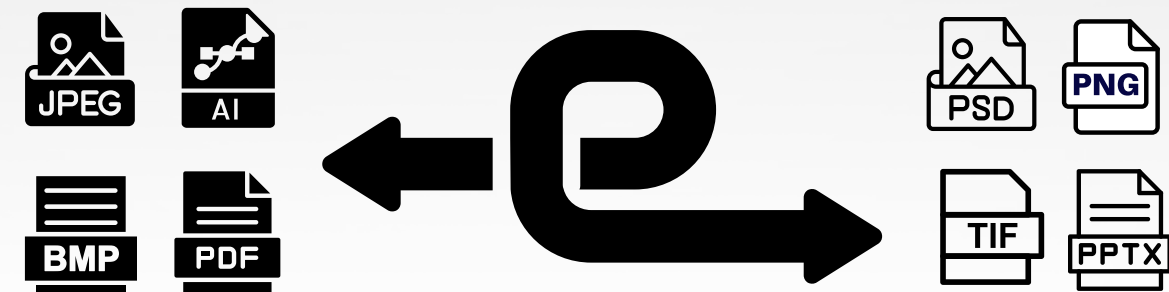
Average monthly stories:
100 – 200!



Flexible

We can utilize any app and work with any file type requested.

We can work with
all file types



Dialogue & other text

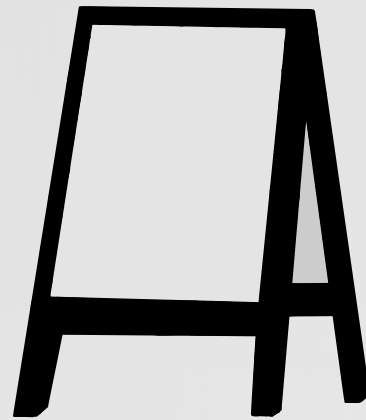


Dialogue



Onomatopoeias

Backgrounds & graphics

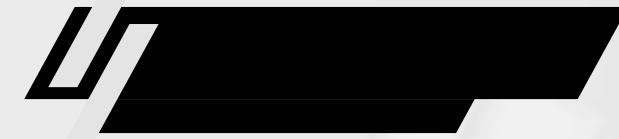


Signboards



Cover Art

Miscellaneous



Titles



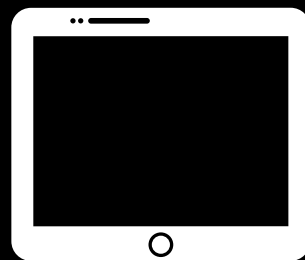
Advertising

Physical



Books
Magazines

Digital

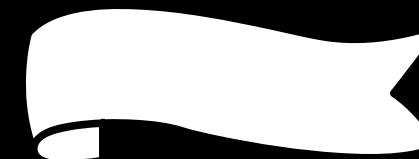


Conventional
manga read
horizontally

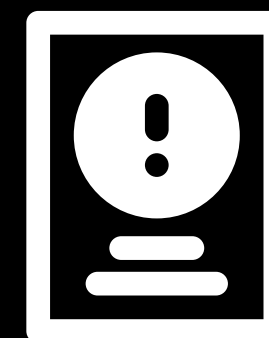


Webtoons read
vertically

Miscellaneous



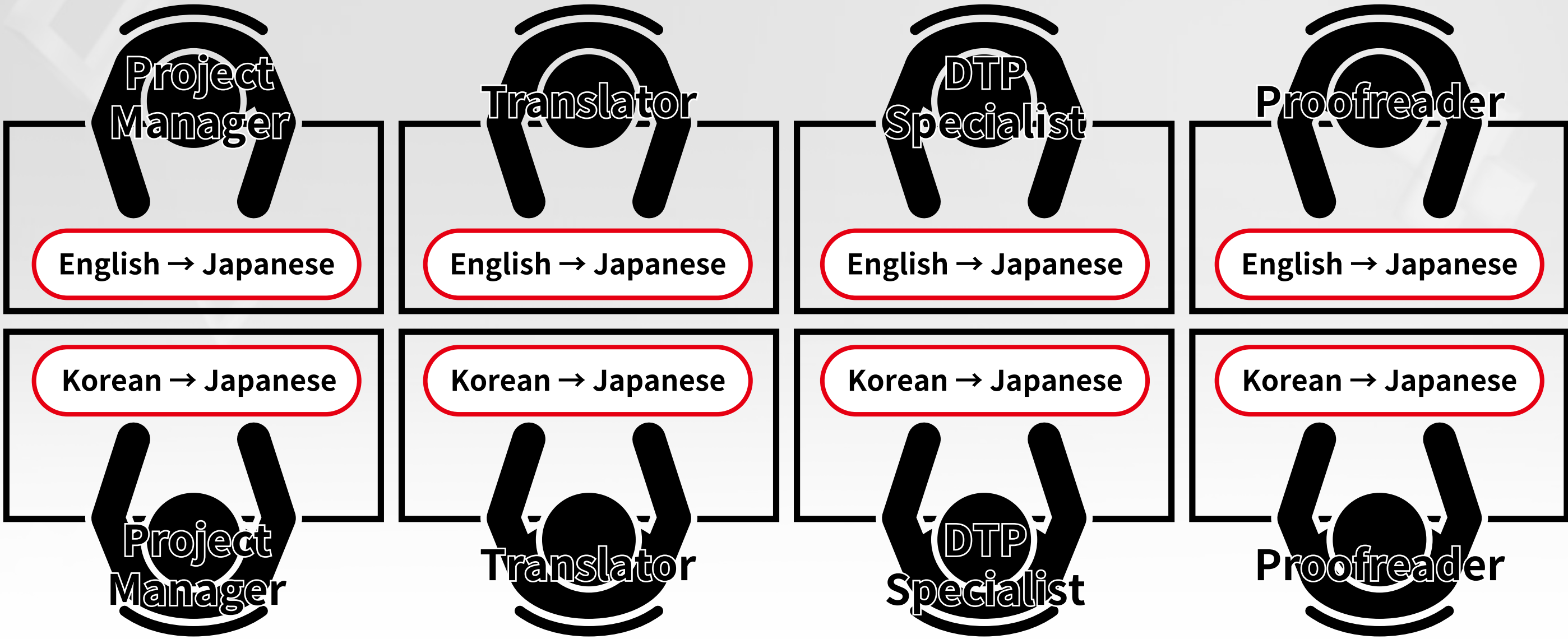
Banners

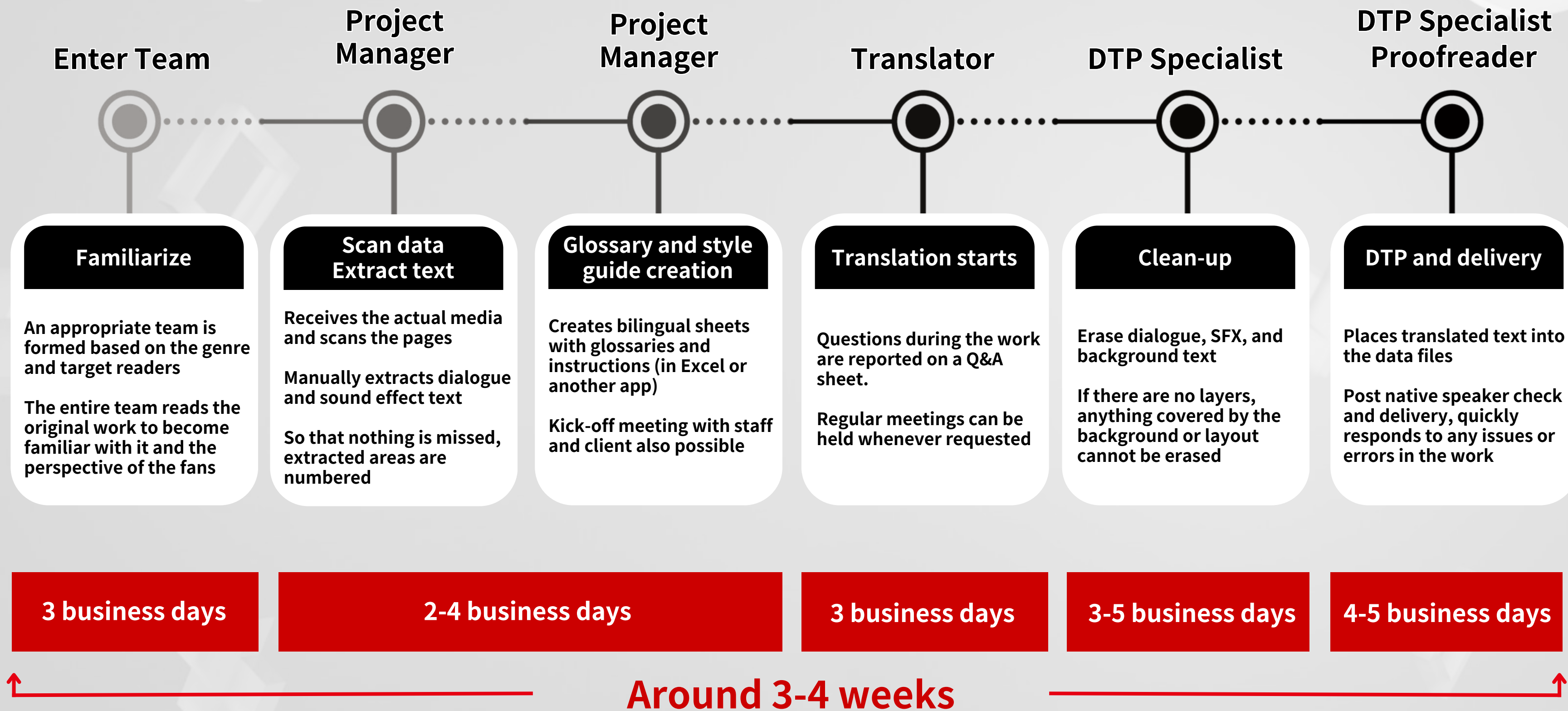


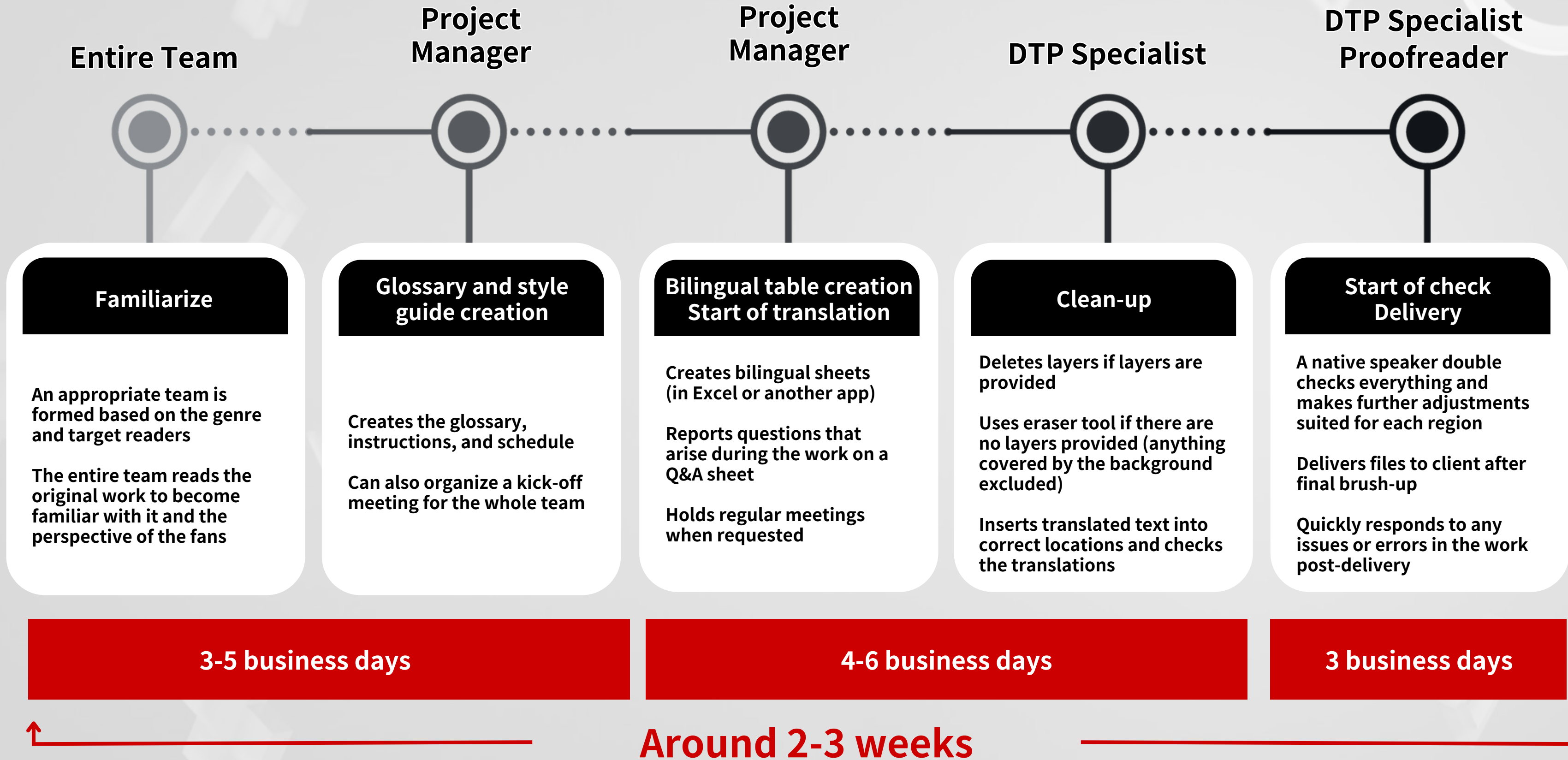
Cover design

Team seating & roles

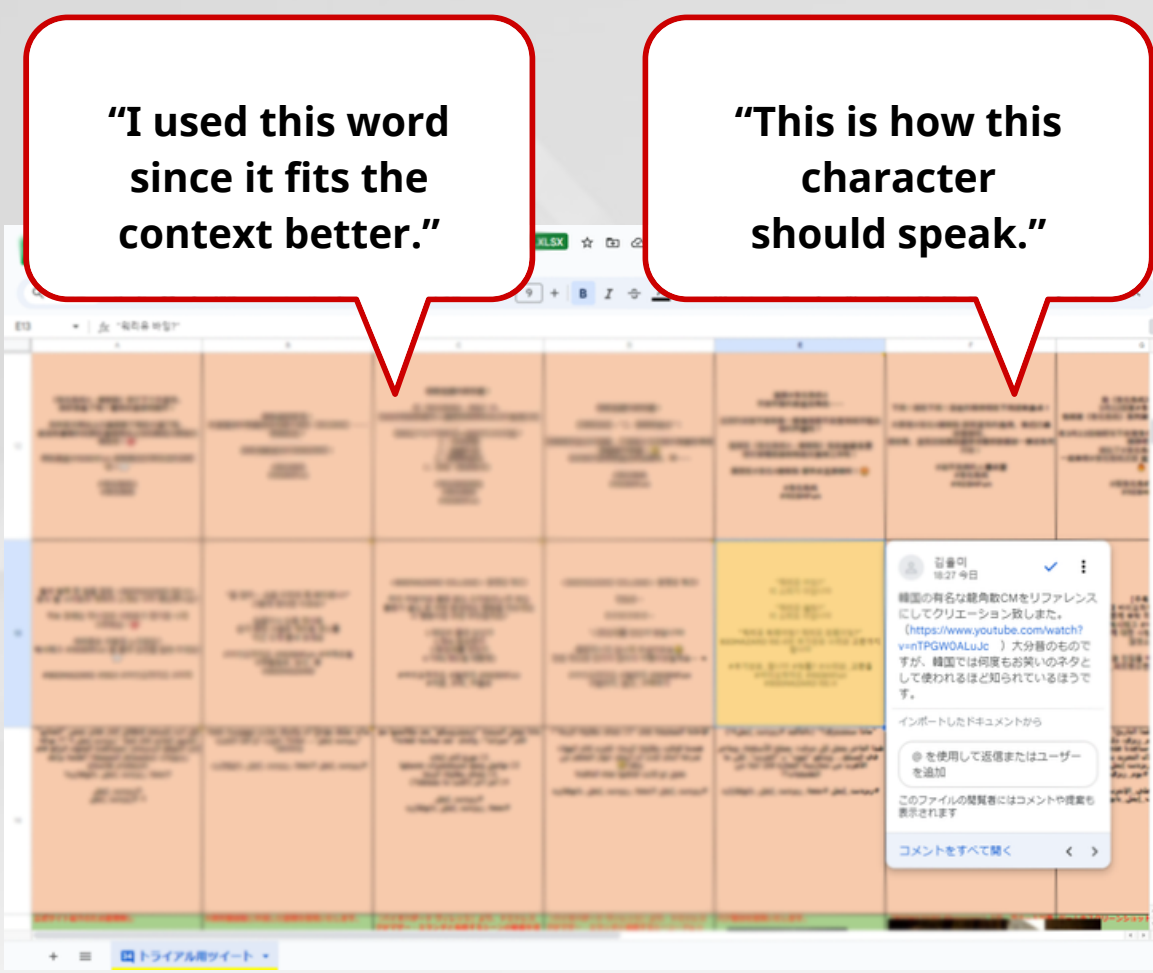
Native speakers of each language work near each other, ensuring that there are no discrepancies upon delivery, even with multiple language pairs.







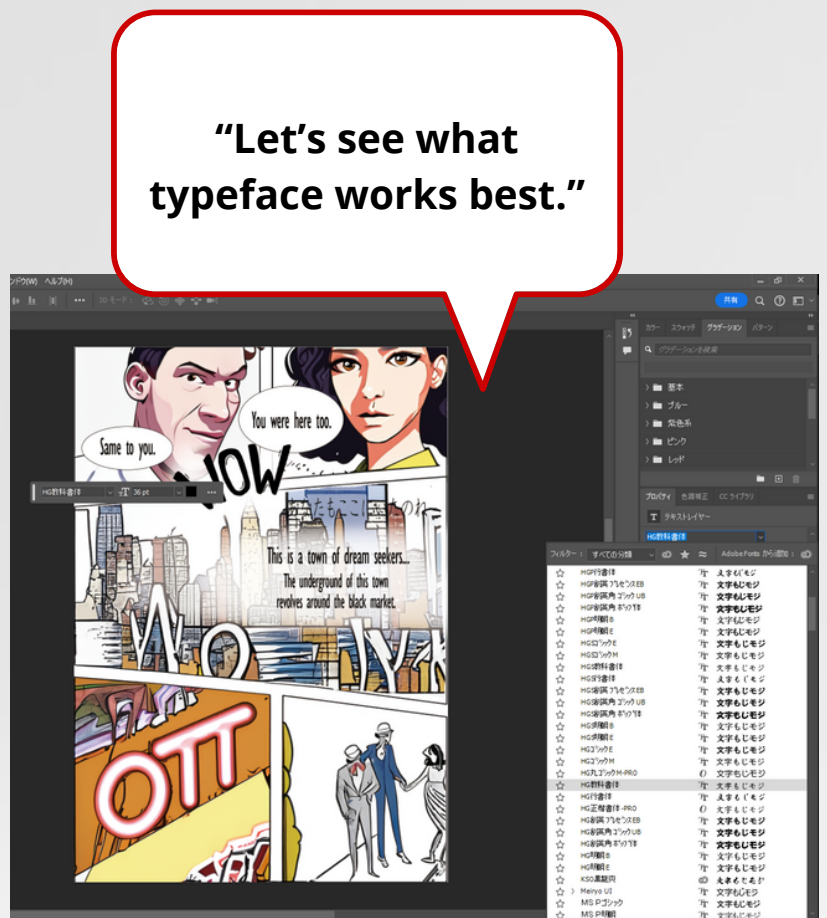
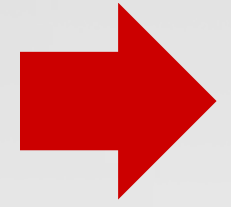
Overview of work



Translator

Translation work: Bilingual sheets are shared to the team and translation starts

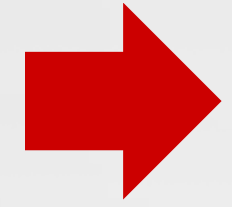
This ensures that tones and nuances are kept Consistent across languages.



DTP Specialist

DTP: Translated text is inserted into the data files

Meetings held to ensure that there are no discrepancies in the work.



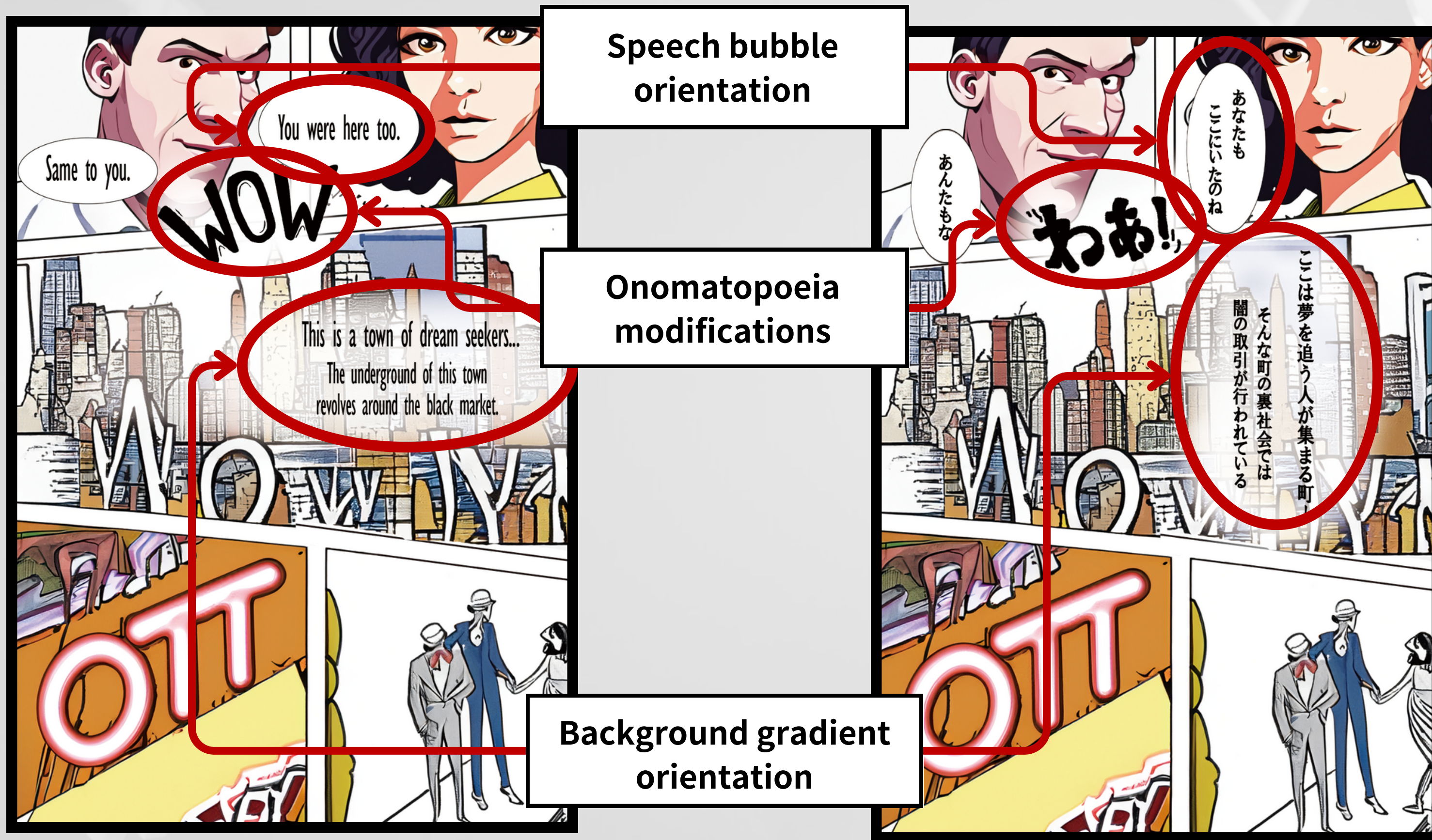
Native speaker check



Proofreader

Translation check: Data is checked after translation

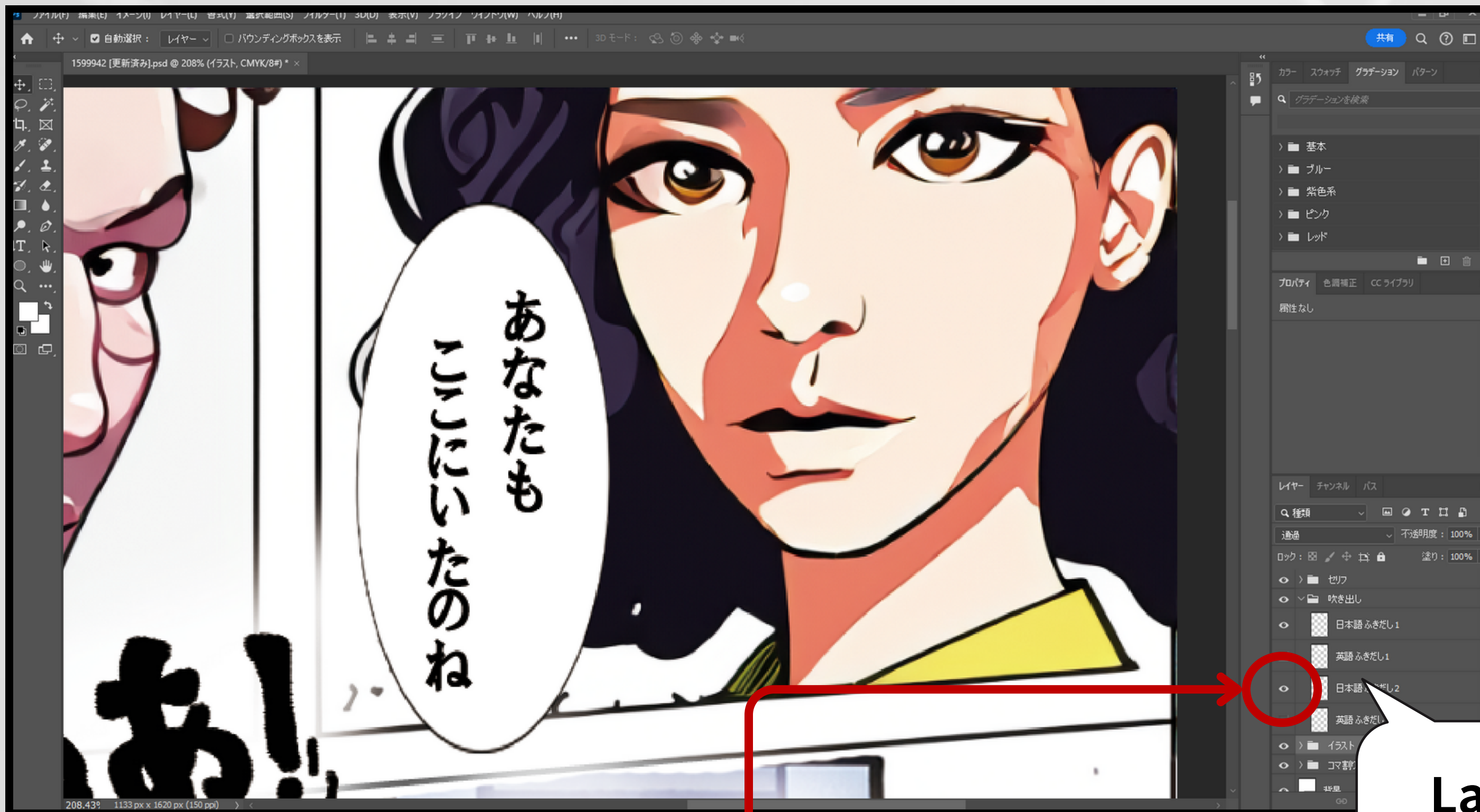
At our company, we only use native speakers of the target language. The DTP specialist is nearby to quickly take care of any edits.



Speech bubble orientation

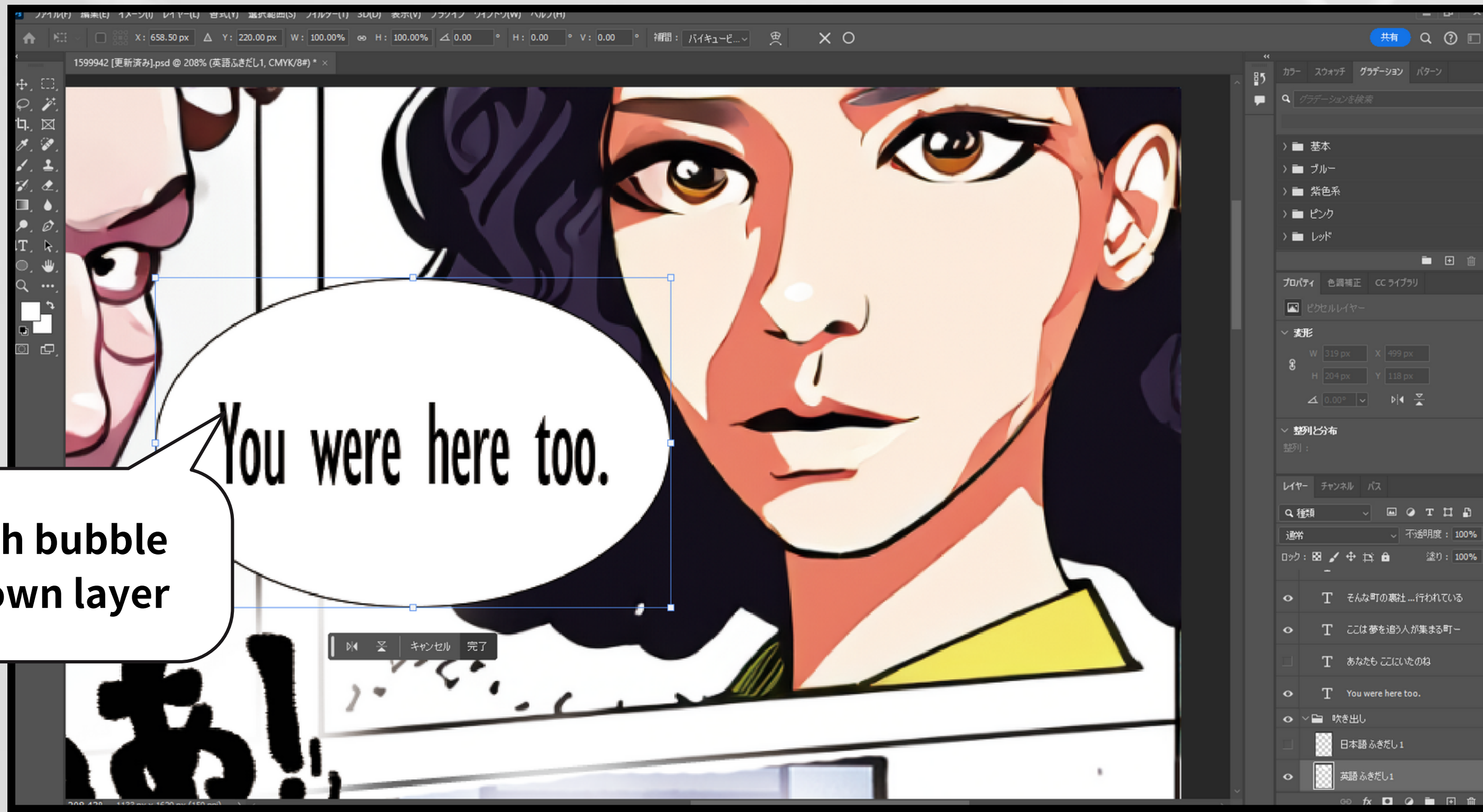
Onomatopoeia modifications

Background gradient orientation



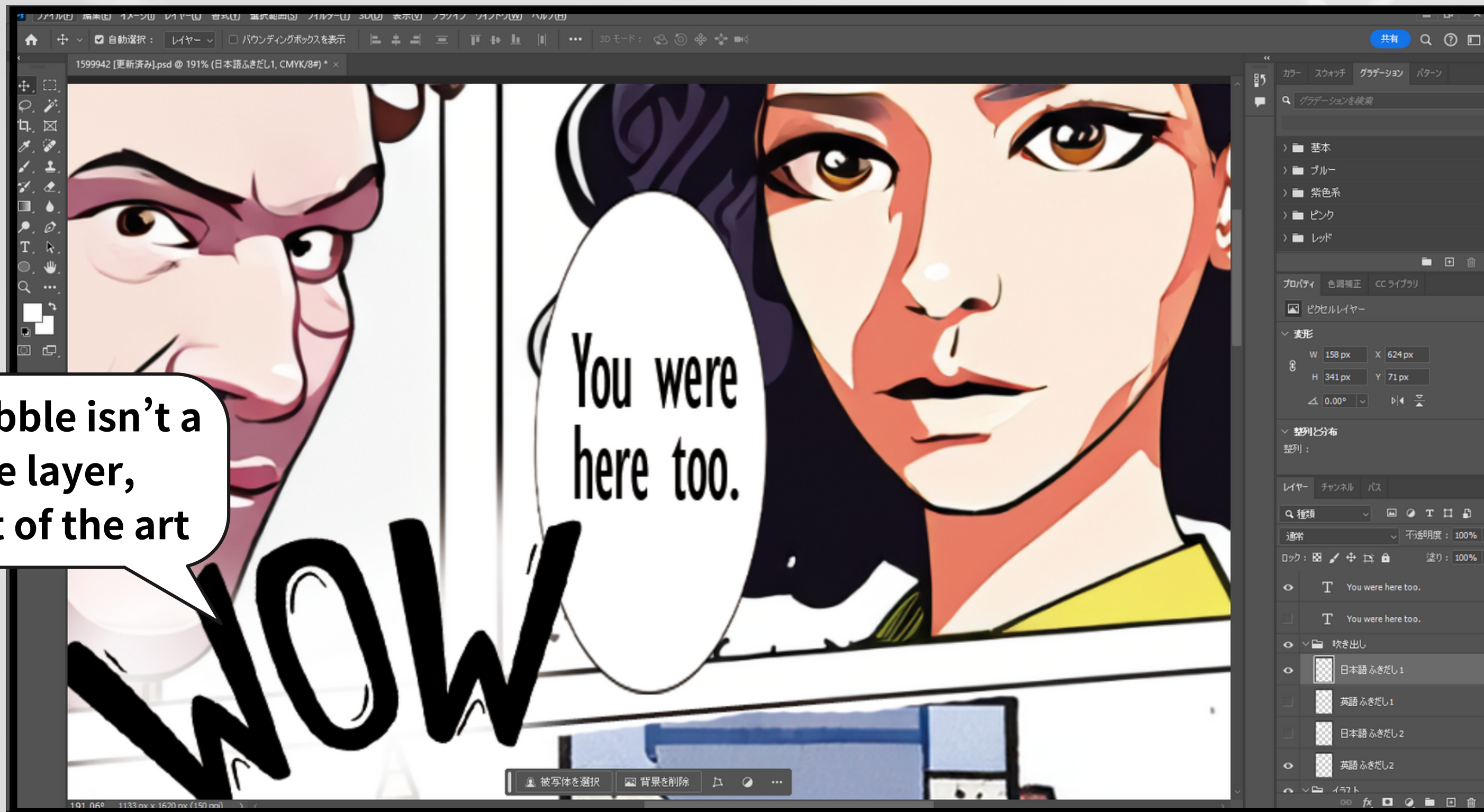
When keeping the original layers: The source language layer is hidden so that only the translations are displayed.

When no original layers needed upon delivery: The source language layer gets edited with an eraser or the layer itself is erased.



When the text bubble is a layer: Can be adjusted vertically and horizontally using the transform tool.

Text bubble isn't a separate layer, but part of the art



When the text isn't a layer: The inside of the bubble is erased with an eraser or white pen.

Note: The shape of the text bubble cannot be changed when hand-drawing on the same layer as the illustration with a pen tool since it will cover or erase part of the illustration.



The text is its own layer

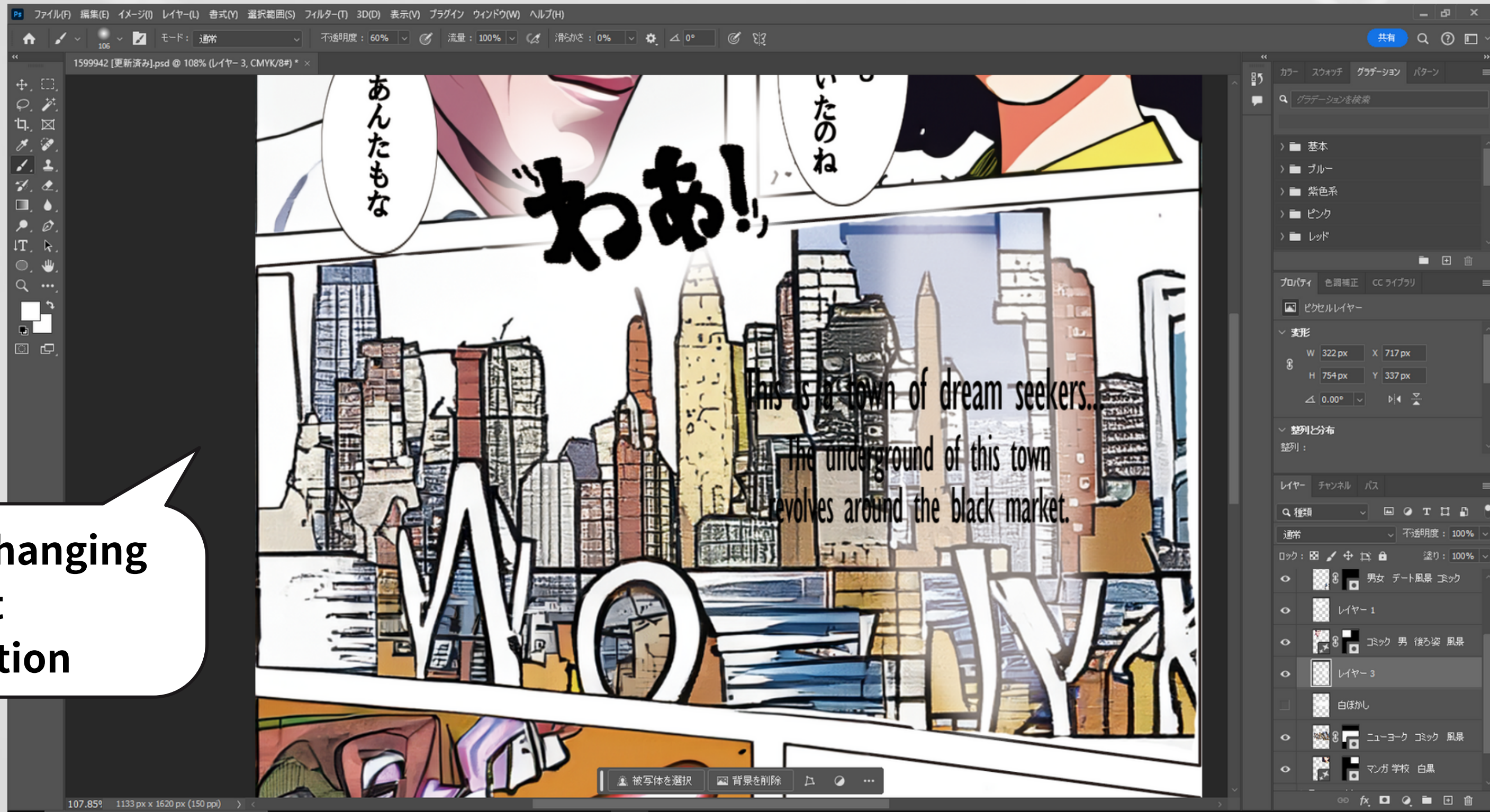
Text isn't a separate layer, but part of the art

When the text is a layer: The text or layer itself can be erased.

The translated text gets inserted in the same position and is either hand-drawn or in a similar typeface.

Even when there are separate layers, both the source and translated text can be displayed at the same time if requested.

When changing the text orientation



When text backgrounds are layers: The gradient direction can be changed.


Either the original data can be hidden, or the layer deleted entirely.




ACTIVE GAMING MEDIA

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