上海国际动漫博览会闭幕 PDF转换可能丢失图片或格式,建议阅读原文

https://www.100test.com/kao\_ti2020/646/2021\_2022\_\_E4\_B8\_8A\_ E6\_B5\_B7\_E5\_9B\_BD\_E9\_c95\_646591.htm 5天,24万人次。第 七届上海国际动漫游戏博览会昨天带着这个火爆的数据闭幕 火爆的更不仅仅是人气。国产明星批量登台、中国 风Cosplay的崛起……本届动漫展上的诸多细节似乎在预示, 中国原创动漫崛起的时机已经到来。 The 2011 China International Comic and Game Expo has come to an end. Animation firms from across the country and around the globe participated in this event, at the China Pavilion in Shanghai. It marked the first time the venue played host to a national-level cultural event, since the 2010 World Expo wrapped up. The gathering attracted the largest number of exhibitors in its six-year history, with nearly 300 enterprises from both at home and abroad, showcasing their latest efforts. Many also seized the opportunity as a perfect platform to exchange views with their international counterparts, while also striving to stimulate the sales of domestic cartoon productions. The five-day showcase featured a total of nearly 140-thousand visitors. 笔记: 2011 China International Comic and Game Expo: 2011中国国际动漫游戏博览会 across the country:全国各地 around the globe:世界各地 China Pavilion:中国馆 World Expo:世博会 international counterparts : 国际同行 strive to:努力 相关推荐: #0000ff>桥水基金创始 人访谈-Mastering the Machine #0000ff>伊朗试射地对舰导弹 #0000ff>联合国正式承认南苏丹为第193个成员国 100Test 下载

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