
Mythopoetic Cinema On The Ruins Of European Identi

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*Mythopoetic Cinema On The Ruins Of
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Avilion Edinburgh University Press

Their story takes us through a maze of dead ends and exhilarating breakthroughs as they and their colleagues wrestle not only with the abstraction of code but with the unpredictability of human behavior, especially their own. Along the way, we encounter black holes, turtles, snakes, dragons, axe-sharpening, and yak-shaving—and take a guided tour through the theories and methods, both brilliant and misguided, that litter the history of software development, from the famous “mythical man-month” to Extreme Programming. Not just for technophiles but for anyone captivated by the drama of invention, *Dreaming in Code* offers a window into both the information age and the workings of the human mind.

Fictioning U of Minnesota Press

As Charlton Heston put it: ‘There’s a temptingly simple definition of the epic film: it’s the easiest kind of picture to make badly.’ This book goes beyond that definition to show how the film epic has taken up one of the most ancient art-forms and propelled it into the modern world, covered in twentieth-century ambitions, anxieties, hopes and fantasies. This survey of historical epic films dealing with periods up to the end of the Dark Ages looks at epic form and discusses the films by historical period, showing how the cinema reworks history for the changing needs of its audience, much as the ancient mythographers did. The form’s main aim has always been to entertain, and Derek Elley reminds us of the glee with which many epic films have worn their label, and of the sheer fun of the genre. He shows the many levels on which these films can work, from the most popular to the specialist, each providing a considerable source of enjoyment. For instance, spectacle, the genre’s most characteristic trademark, is merely the cinema’s own transformation of the literary epic’s taste for the grandiose. Dramatically it can serve

many purposes: as a resolution of personal tensions (the chariot race in Ben-Hur), of monotheism vs idolatry (Solomon and Sheba), or of the triumph of a religious code (The Ten Commandments). Although to many people Epic equals Hollywood, throughout the book Elley stresses debt to the Italian epics, which often explored areas of history with which Hollywood could never have found sympathy. Originally published 1984.

Dodger Routledge

Beginning with his first film *Reconstruction*, released in 1970, Theo Angelopoulos's notoriously complex cinematic language has long explored Greece's contemporary history and questioned European culture and society. *The Cinematic Language of Theo Angelopoulos* offers a detailed study and critical discussion of the acclaimed filmmaker's cinematic aesthetics as they developed over his career, exploring different styles through which Greek and European history, identity, and loss have been visually articulated throughout his oeuvre, as well as his impact on both European and global cinema.

The Epic Film Duke University Press

The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as "games about games," metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In *Metagaming*, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and

artists are changing the way we play. *Metagaming* uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in *Portal*, perform clandestine acts of electronic espionage in *EVE Online*, compete and commentate in Korean *StarCraft*, and speedrun *The Legend of Zelda* in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of *Super Mario Bros.* is undermined by the endless levels of *Infinite Mario*, the frustrating pranks of *Asshole Mario*, and even *Super Mario Clouds*, a ROM hack exhibited at the Whitney Museum of American Art. One of the only books to include original software alongside each chapter, *Metagaming* transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don't simply play videogames—we make metagames.

Classical Myth and Culture in the Cinema Routledge

Near to one billion people call slums their home, making it a reasonable claim to describe our world as a 'planet of slums.' But how has this hard and unyielding way of life been depicted on screen? How have filmmakers engaged historically and across the globe with the social conditions of what is often perceived as the world's most miserable habitats? Combining approaches from cultural, globalisation and film studies, Igor Krstic outlines a transnational history of films that either document or fictionalise

the favelas, shantytowns, barrios poulares or chawls of our 'planet of slums', exploring the way accelerated urbanisation has intersected with an increasingly interconnected global film culture. From Jacob Riis' *How The Other Half Lives* (1890) to Danny Boyle's *Slumdog Millionaire* (2008), the volume provides a number of close readings of films from different historical periods and regions to outline how contemporary film and media practices relate to their past predecessors, demonstrating the way various filmmakers, both north and south of the equator, have repeatedly grappled with, rejected or continuously modified documentary and realist modes to convey life in our 'planet of slums'.

The Digital Uncanny University of Chicago Press

Object fetishism is becoming a more and more pervasive phenomenon. Focusing on literature and the visual arts, including cinema, this book suggests a parallelism between fetishism and artistic creativity, based on a poetics of detail, which has been brilliantly exemplified by Flaubert's style. After exploring canonical accounts of fetishism (Marx, Freud, Benjamin), by combining a historicist approach with theoretical speculation, Massimo Fusillo identifies a few interpretive patterns of object fetishism, such as seduction (from Apollonius of Rhodes to Max Oph \diamond ls), memory activation (from Goethe to Louise Bourgeois and Pamuk), and the topos of the animation of the inanimate. Whereas all these patterns are characterized by a projection of emotional values onto objects, modernism highlights a more latent component of object fetishism: the fascination with the alterity of matter, variously inflected by Proust, Woolf, Joyce, Barnes, and Mann. The last turning point in Fusillo's analysis is

postmodernism and its obsession with mass media icons—from DeLillo's maximalist frescos and Zadie Smith's reflections on autographs to Palahniuk's porn objects; from pop art to commodity sculpture.

The Cinema of Things John Wiley & Sons

The triumphant return to the world of MYTHAGO WOOD, one of the greatest fantasy novels of the twentieth century At the heart of Ryhope Wood, Steven and the mythago Guiwenneth live in the ruins of a Roman villa close to a haunted fortress from the Iron Age, from which Guiwenneth's myth arose. She is comfortable here, almost tied to the place, and Steven has long since abandoned all thought of returning to his own world. They have animals, protection and crops. They also have two children, a combination of human and mythago. Jack is like his father, an active boy keen to know all about 'the outer world'; Yssobel takes after her mother, even to her long auburn hair. But this idyll cannot last. The hunters who protected Guiwenneth as a child have come to warn her she is in danger. Yssobel is dreaming increasingly of her Uncle Christian, Steven's brother, who disappeared into Lavondyss, and Jack wants to see 'the outer world' more than anything. Events are about to overtake them.

The Digital Uncanny Columbia University Press

In this extensively illustrated book containing over 80 diagrams and images of artworks, David Burrows and Simon O'Sullivan explore the process of fictioning in contemporary art through three focal points: performance fictioning, science fictioning and machine fictioning.

It's Not Personal A&C Black

With *The Modern Myths*, brilliant science communicator Philip Ball

spins a new yarn. From novels and comic books to B-movies, it is an epic exploration of literature, new media and technology, the nature of storytelling, and the making and meaning of our most important tales. Myths are usually seen as stories from the depths of time—fun and fantastical, but no longer believed by anyone. Yet, as Philip Ball shows, we are still writing them—and still living them—today. From Robinson Crusoe and Frankenstein to Batman, many stories written in the past few centuries are commonly, perhaps glibly, called “modern myths.” But Ball argues that we should take that idea seriously. Our stories of Dracula, Dr. Jekyll and Mr. Hyde, and Sherlock Holmes are doing the kind of cultural work that the ancient myths once did. Through the medium of narratives that all of us know in their basic outline and which have no clear moral or resolution, these modern myths explore some of our deepest fears, dreams, and anxieties. We keep returning to these tales, reinventing them endlessly for new uses. But what are they really about, and why do we need them? What myths are still taking shape today? And what makes a story become a modern myth? In *The Modern Myths*, Ball takes us on a wide-ranging tour of our collective imagination, asking what some of its most popular stories reveal about the nature of being human in the modern age.

Cinemas Dark and Slow in Digital India Bloomsbury Publishing USA

The Etruscans and the History of Dentistry offers a study of the construction and use of gold dental appliances in ancient Etruscan culture, and their place within the framework of a general history of dentistry, with special emphasis on appliances, from Bronze Age Mesopotamia and Egypt to modern Europe and

the Americas. Included are many of the ancient literary sources that refer to dentistry - or the lack thereof - in Greece and Rome, as well as the archaeological evidence of ancient dental health. The book challenges many past works in exposing modern scholars' fallacies about ancient dentistry, while presenting the incontrovertible evidence of the Etruscans' seemingly modern attitudes to cosmetic dentistry.

James Benning's Environments Bloomsbury Publishing USA
How does something as potent and evocative as the body become a relatively neutral artistic material? From the 1960s, much body art and performance conformed to the anti-expressive ethos of minimalism and conceptualism, whilst still using the compelling human form. But how is this strange mismatch of vigour and impersonality able to transform the body into an expressive medium for visual art? Focusing on renowned artists such as Lygia Clark, Marina Abramovic and Angelica Mesiti, Susan Best examines how bodies are configured in late modern and contemporary art. She identifies three main ways in which they are used as material and argues that these formulations allow for the exposure of pressing social and psychological issues. In skilfully aligning this new typology for body art and performance with critical theory, she raises questions pertaining to gender, inter-subjectivity, relation and community that continue to dominate both our artistic and cultural conversation.

Indefinite Visions Bloomsbury Publishing

This volume explores the philosophical and metaphysical manifestations of contemporary cinema. Starting with the hypothesis that movies provide an experience that is both a pathway into the thinking mechanisms of modern humans and

into our collective psyche, this study focuses on the elements that form the “Romanian cinematic mind” as part of the European cinema-thinking. While this book is based on specific case studies provided by recent productions in Romanian filmmaking, such as *Proroca* (2017) and *Touch me Not* (2018), it also contextualises the national cinema within the larger, European art of making movies. Offering close interpretations of the works of world-renowned directors like Cristi Puiu, Cristian Mungiu, Corneliu Porumboiu or more recently Adina Pintilie and Constantin Popescu, this book questions the “Romanianess” of their cinematic techniques, and places their philosophical roots both in a particular mode of thinking and within continental philosophy.

Mythopoetic Cinema University of Chicago Press

This book argues that hesitation as an artistic and spectatorial strategy connects various screen media texts produced in post-war Romania. The chapters draw a historical connection between films made during the state socialist decades, televised broadcasts of the 1989 Romanian revolution, and films of the new Romanian cinema. The book explores how the critical attitude of new Romanian cinema demonstrates a refusal to accept limiting, binary discourses rooted in Cold War narratives. Strausz argues that hesitation becomes an attempt to overcome restrictive populist narratives of the past and present day. By employing a performative and mobile position, audiences are encouraged to consider conflicting approaches to history and social transformation.

Conflict and Controversy in Small Cinemas Bloomsbury Publishing USA

A groundbreaking academic treatment of Fellini, provides new, expansive, and diverse perspectives on his films and influence. The Wiley Blackwell Companion to Federico Fellini presents new methodologies and fresh insights for encountering, appreciating, and contextualizing the director’s films in the 21st century. A milestone in Fellini scholarship, this volume provides contributions by leading scholars, intellectuals, and filmmakers, as well as insights from collaborators and associates of the Italian director. Scholarly yet readable essays explore the fundamental aspects of Fellini’s works while addressing their contemporary relevance in contexts ranging from politics and the environment to gender, race, and sexual orientation. As the centennial of Federico Fellini’s birth in approaches in 2020, this timely work provides new readings of Fellini’s films and illustrates Fellini’s importance as a filmmaker, artist, and major cultural figure. The text explores topics such as Fellini’s early cinematic experience, recurring themes and patterns in his films, his collaborations and influences, and his unique forms of cinematic expression. In a series of “Short Takes” sections, contributors look at specific films that have particular significance or personal relevance. Destined to become the standard research tool for Fellini studies, this volume: Offers new theoretical frameworks, encounters, critiques, and interpretations of Fellini’s work. Discusses Fellini’s creativity outside of filmmaking, such as his graphic art and his *Book of Dreams* published after his death. Examines Fellini’s influence on artists not only in the English-speaking world but in places such as Turkey, Japan, South Asia, Russia, Cuba, North Africa. Demonstrates the interrelationship between Fellini’s work and visual art, literature, fashion, marketing, and many other

dimensions of both popular and high culture. Features personal testimonies from family, friends and associates of Fellini such as Francesca Fabbri Fellini, Gianfranco Angelucci, Valeria Ciangottini, and Lina Wertmüller Includes an extensive appendix of freely accessible archival resources on Fellini's work The Wiley Blackwell Companion to Federico Fellini is an indispensable resource for students, instructors, and scholars of Fellini, Italian cinema, cinema and art history, and all areas of film and media studies.

Slums on Screen Springer

This book presents first-of-a-kind studies of films dealing with events of the recent past. The authors point to new phenomena which have been exposed by film directors. They deal with timely and important topics such as migration, diasporas, gender and stereotypes, post-communist political myths, social and political problems people face today.

Maya Deren and the American Avant-Garde Interlink Publishing

In *Mondo Nano* Colin Milburn takes his readers on a playful expedition through the emerging landscape of nanotechnology, offering a light-hearted yet critical account of our high-tech world of fun and games. This expedition ventures into discussions of the first nanocars, the popular video games *Second Life*, *Crysis*, and *BioShock*, international nanosoccer tournaments, and utopian nano cities. Along the way, Milburn shows how the methods, dispositions, and goals of nanotechnology research converge with video game culture. With an emphasis on play, scientists and gamers alike are building a new world atom by atom, transforming scientific speculations and video game

fantasies into reality. Milburn suggests that the closing of the gap between bits and atoms entices scientists, geeks, and gamers to dream of a completely programmable future. Welcome to the wild world of *Mondo Nano*.

Cinemasaurus Univ of California Press

A groundbreaking book that dissects a slanderous history dating from cinema's earliest days to contemporary Hollywood blockbusters that feature machine-gun wielding and bomb-blowing "evil" Arabs Award-winning film authority Jack G. Shaheen, noting that only Native Americans have been more relentlessly smeared on the silver screen, painstakingly makes his case that "Arab" has remained Hollywood's shameless shorthand for "bad guy," long after the movie industry has shifted its portrayal of other minority groups. In this comprehensive study of over one thousand films, arranged alphabetically in such chapters as "Villains," "Sheikhs," "Cameos," and "Cliffhangers," Shaheen documents the tendency to portray Muslim Arabs as Public Enemy #1—brutal, heartless, uncivilized Others bent on terrorizing civilized Westerners. Shaheen examines how and why such a stereotype has grown and spread in the film industry and what may be done to change Hollywood's defamation of Arabs.

Mondo Nano Crown

For more than forty years, the experimental filmmaker James Benning has been engaged in a systematic investigation of the relations between man, landscape, and the filmic medium, and during the last decade it has become increasingly clear how much these investigations have to offer to contemporary debates about ecology, the age of the anthropocene and the potentialities of new digital technologies. In James Benning's *Environments* a

range of international scholars highlight the thematic and formal coherence of Benning's practice, whilst providing readers with an artistic and historical context to understand his experimental film work. The volume offers a number of interpretative frameworks drawing on film theory, environmental humanities, visual culture and philosophy, explaining why Benning has emerged as one of today's essential filmmakers.

The Cinematic Language of Theo Angelopoulos Routledge
In *Mythopoetic Cinema*, Kriss Ravetto-Biagioli explores how contemporary European filmmakers treat mythopoetics as a critical practice that questions the constant need to provide new identities, a new Europe, and with it a new European cinema after the fall of the Soviet Union. Mythopoetic cinema questions the perpetual branding of movements, ideas, and individuals. Examining the work of Jean-Luc Godard, Alexander Sokurov, Marina Abramović, and Theodoros Angelopoulos, Ravetto-Biagioli argues that these disparate artists provide a critical reflection on what constitutes Europe in the age of neoliberalism. Their films reflect not only the violence of recent years but also help question dominant models of nation building that result in the general failure to respond ethically to rising ethnocentrism. In close readings of such films as Sokurov's *Russian Ark* (2002) and Godard's *Notre Musique* (2004), Ravetto-Biagioli demonstrates the ways in which these filmmakers engage and evaluate the recent reconceptualization of Europe's borders, mythic figures,

and identity paradoxes. Her work not only analyzes how these filmmakers thematically treat the idea of Europe but also how their work questions the ability of the moving image to challenge conventional ways of understanding history.

History of Greek Cinema Hachette UK

Examining the intersection of Palestine solidarity movements and antiracist activism in France from the 1970s to the present For the past fifty years, the Palestinian question has served as a rallying cry in the struggle for migrant rights in postcolonial France, from the immigrant labor associations of the 1970s and *Beur* movements of the 1980s to the militant decolonial groups of the 2000s. In *Natives against Nativism*, Olivia C. Harrison explores the intersection of anticolonial solidarity and antiracist activism from the 1970s to the present. *Natives against Nativism* analyzes a wide range of texts—novels, memoirs, plays, films, and militant archives—that mobilize the twin figures of the Palestinian and the American Indian in a crossed critique of Eurocolonial modernity. Harrison argues that anticolonial solidarity with Palestinians and Indigenous Americans has been instrumental in developing a sophisticated critique of racism across imperial formations—in this case, France, the United States, and Israel. Serving as the first relational study of antiracism in France, *Natives against Nativism* observes how claims to indigeneity have been deployed in multiple directions, both in the ongoing struggle for migrant rights and racial justice, and in white nationalist claims in France today.