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Linnie Blake,Agnieszka Soltysik Monnet

Deleuze, Japanese Cinema, and the Atom Bomb David Deamer,2014-07-31 David Deamer establishes the first ever sustained encounter between Gilles Deleuze's Cinema books and post-war Japanese cinema, by exploring how Japanese films responded to and were transformed by the atomic bombings of Hiroshima and Nagasaki. From the early days of American occupation political censorship through to the social and cultural freedoms of the 1960s and beyond, the book examines how images of the event permeate post-war Japanese cinema. Each chapter begins by focusing upon one of three key themes: taxonomy, history or thought, before going on to explore a broad selection of films from 1945 to the present day, including respected masterpieces (Akira Kurosawa's *Rashomon*, 1951); popular and cult cinema (*Godzilla*, 1954; world renowned anime, *Akira*, 1988); the new wave (Nagisa Oshima's *Night and Fog in Japan*, 1960); and modern classics (Hideo Nakata's *Ring*, 1998). The author provides a series of monochrome diagrams to clarify and illustrate the concepts and conceptual components explored within the text, establishing a unique addition to Deleuze and cinema studies--

Mechademia 4 Frenchy Lunning,2013-11-30 The themes of war and time are intertwined in unique ways in Japanese culture, freighted as that nation is with the multiple legacies of World War II: the country's militarization, its victories and defeats, Hiroshima and Nagasaki, and the uneasy pacifism imposed by the victors. Delving into topics ranging from the production of wartime propaganda to the multimedia adaptations of romance narrative, contributors to the fourth volume in the *Mechademia* series address the political, cultural, and technological continuum between war and the everyday time of orderly social productivity that is reflected, confronted, and changed in manga, anime, and other forms of Japanese popular culture. Grouped thematically, the essays in this volume explore the relationship between national sovereignty and war (from the militarization of children as critically exposed in *Grave of the Fireflies* to reworkings of Japanese patriotism in *The Place Promised in Our Early Days*), the intersection of war and the technologies of social control (as observed in the films of Oshii Mamoru and the apocalyptic vision of *Neon Genesis Evangelion*), history and memory (as in manga artists working through the trauma of Japan's defeat in World War II and the new modalities of storytelling represented by *Final Fantasy X*), and the renewal and hybridization of militaristic genres as a means of subverting conventions (in Yamada Futaro's ninja fiction and Miuchi Suzue's girl knight manga). Contributors: Brent Allison; Mark Anderson; Christopher Bolton, Williams College; Martha Cornog; Marc Driscoll, U of North Carolina, Chapel Hill; Angela Drummond-Mathews, Paul Quinn College; Michael Fisch; Michael Dylan Foster, Indiana U; Wendy Goldberg; Marc Hairston, U of Texas, Dallas; Charles Shiro Inouye, Tufts University; Rei Okamoto Inouye, Northeastern U; Paul Jackson; Seth Jacobowitz, San Francisco State U; Thomas Lamarre, McGill U; Tom Looser, New York U; Sheng-mei Ma, Michigan State U; Christine Marran, U of Minnesota; Zilia Papp, Hosei U, Tokyo; Marco Pellitteri; Timothy Perper; Yoji Sakate; Chinami Sango; Deborah Scally; Deborah Shamoon, U of Notre Dame; Manami Shima; Rebecca Suter, U of Sydney; Takayuki Tatsumi, Keio U, Tokyo; Christophe Thouny; Gavin Walker; Dennis Washburn, Dartmouth College; Teresa M. Winge, Indiana U.

Building Sci-fi Moviescapes Matt Hanson,2005 *Building Sci-fi Moviescapes* provides a rare, behind-the-scenes examination of how the digital city and space-scapes in science fiction movies are created-through the eyes of directors, producers, production designers, and visualization artists. This is a stunning showcase of some of the most impressive digital city and space-scapes to come out of the movies, from Hollywood, as well as the Japanese and European film industries. From seminal movies of the 1980s such as *Tron* and *Bladerunner*, to classic series such as *The Matrix* and *Star Wars*, to recent films such as *Sky Captain* and the *World of Tomorrow*, this book is the definitive guide to the imagined aesthetics of the future. Through authoritative commentary and interviews with key directors, producers, production designers, and 3D visual artists, *Building Sci-fi Moviescapes* explores trends and digital visualization methods in science fiction films from the last three decades. * A celebration in design and creativity in Sci-Fi filmmaking for the CG artist * Access to revealing interviews with key 3D industry professionals * Rich creative inspiration for Sci-Fi filmmakers

Steampunk Film Robbie McAllister,2019-03-07 *Steampunk Film: A Critical Introduction* is a concise and accessible overview of steampunk's indelible impact within film, and acts as a case study for examining the ways with which genres hybridize and coalesce into new forms. Since the beginning of the 21st century, a series of high-profile and big-budget films have adopted steampunk identities to re-imagine periods of industrial development into fantastical histories where future meets past. By calling this growing mass-cultural fetishism for anachronistic machines into question, this book examines how a retro-futuristic romanticism for technology powered by cogs, pistons and steam-engines has taken center stage in blockbuster cinema. As the first monograph to consider cinema's unique relationship with steampunk, it places this burgeoning genre in the context of ongoing debates within film theory: each of which reflecting the movement's remarkable interest in reengineering historical technologies. Rather than acting as a niche subculture, Robbie McAllister argues that steampunk's proliferation in mainstream filmmaking reflects a desire to reassess contemporary relationships with technology and navigate the intense changes that the medium itself is experiencing in the 21st century.

Schoolgirl Milky Crisis: Adventures in the Anime and Manga Trade A-Net Digital LLC,2010-07-15

Historical Dictionary of Science Fiction Cinema M. Keith Booker,2020-06-15 In the years since Georges Méliès's *Le voyage dans la lune* (A Trip to the Moon) was released in 1902, more than 1000 science fiction films have been made by filmmakers around the world. The versatility of science fiction cinema has allowed it to expand into a variety of different markets, appealing to age groups from small children to adults. The technical advances in filmmaking technology have enabled a new sophistication in visual effects. This second edition of *Historical Dictionary of Science Fiction Cinema* contains a chronology, an introduction, and an extensive bibliography. The dictionary section has over 400 cross-referenced entries on important personalities, films, companies, techniques, themes, and subgenres. This book is an excellent resource for students, researchers, and anyone wanting to know more about science fiction cinema.

Sight and Sound ,2006

The Palgrave Handbook of Posthumanism in Film and Television Michael Hauskeller,Curtis D. Carbonell,Thomas D. Philbeck,2016-01-13 What does popular culture's relationship with cyborgs, robots, vampires and zombies tell us about being human? Insightful scholarly perspectives shine a light on how film and television evince and portray the philosophical roots, the social ramifications and the future visions of a posthumanist world.

The Steampunk Bible Jeff VanderMeer,2012-06-01 “Wonderful essays on everything steampunk, written by well-known names in the movement who are living steampunk every day” (*Wired.com*). Steampunk—a grafting of Victorian aesthetic and punk rock attitude onto various forms of science-fiction culture—is a phenomenon that has come to influence film, literature, art, music, fashion, and more. The *Steampunk Bible* is the first compendium about the movement, tracing its roots in the works of Jules Verne and H. G. Wells through its most recent expression in movies such as *Sherlock Holmes*. Its adherents celebrate the inventor as an artist and hero, re-envisioning and crafting retro technologies including antiquated airships and robots. A burgeoning DIY community has brought a distinctive Victorian-fantasy style to their crafts and art. Steampunk evokes a sense of adventure and discovery, and embraces extinct technologies as a way of talking about the future. This ultimate manual will appeal to aficionados and novices alike as author Jeff VanderMeer takes the reader on a wild ride through the clockwork corridors of Steampunk history. Praise for *The Steampunk Bible* “An informed, informative and beautifully illustrated survey of the subject.” —The Financial Times “The Steampunk Bible is far and away the most intriguing catalog of all things steam yet written.” —The Austin Chronicle

Neoliberal gothic Linnie Blake,Agnieszka Soltysik Monnet,2017-07-30 The explosion of interest in the gothic in recent years has coincided with a number

of seismic political changes that have reshaped the world as we know it. Neoliberal Gothic explores that world, considering the ways in which the exponential increase in the cultural visibility of the gothic attests to the mode's engagement with the most significant dynamics of our age. These include the triumph of free market economics, the revolution in information and communication technologies, the emergence of global biotechnologies, the increasing power of transnational corporations, the US-led 'War on Terror' and the global financial crisis of 2008. Through analysis of texts drawn from literature, film, television, theatre and the visual arts (from the Europe to South East Asia, Africa to North and South America) the collection examines the ways in which the representational strategies of the gothic mode are ideally suited to an exploration of the dark side of neoliberal enterprise.

Film Review ,2005

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Total Cults: How to Love Movies You Probably Shouldn't Doctor Gogol,James Trick,2014-12-02 Remember that movie? You know, the one where the guy in the rubber sea creature outfit drives a quad-bike into a reactor at the centre of an alien spaceship? The one that despite its lack of production value, terrible script and wobbly politics still fills you full of warmth when you think of it? Well we at TotalCults.com are right there with you. So join us as we review, dissect and discuss all manner of crazy movies and weird TV shows in a celebration of all that is looked down upon in the world of cult entertainment!

The Anime Encyclopedia, 3rd Revised Edition Jonathan Clements,Helen McCarthy,2015-02-09 Impressive, exhaustive, labyrinthine, and obsessive—The Anime Encyclopedia is an astonishing piece of work.—Neil Gaiman Over one thousand new entries . . . over four thousand updates . . . over one million words. . . This third edition of the landmark reference work has six additional years of information on Japanese animation, its practitioners and products, plus incisive thematic entries on anime history and culture. With credits, links, cross-references, and content advisories for parents and libraries. Jonathan Clements has been an editor of Manga Max and a contributing editor of Newtype USA. Helen McCarthy was founding editor of Anime UK and editor of Manga Mania.

AniMagazin 66 , 11 éves lett az AniMagazin! Hoshiai no Sorai, Kuuchuu Buranko és El-Hazard anime ajánlók, vélemények a téli szezonos animékről, tavaszi szezonajánló, JoJo (1993) és TOP 10 elf bemutatók, Fantasy Expo és MondoCon beszámolók, k-pop, manga (pl. Origin) és játék (pl. japán témájú társasjátékok) ajánlók, Klepth cosplay interjú, és további remek cikkek az ingyenes online AniMagazin legújabb számában! Március 23-án megjelent a magazin 66. száma. Jó szórakozást hozzá!

Like Clockwork Rachel A. Bowser,Brian Croxall,2016-12-15 Co-winner, Ray & Pat Browne Award for Best Edited Collection in Popular Culture and American Culture Once a small subculture, the steampunk phenomenon exploded in visibility during the first years of the twenty-first century, its influence and prominence increasing ever since. From its Victorian and literary roots to film and television, video games, music, and even fashion, this subgenre of science fiction reaches far and wide within current culture. Here Rachel A. Bowser and Brian Croxall present cutting-edge essays on steampunk: its rise in popularity, its many manifestations, and why we should pay attention. Like Clockwork offers wide-ranging perspectives on steampunk's history and its place in contemporary culture, all while speaking to the "why" and "why now" of the genre. In her essay, Catherine Siemann draws on authors such as William Gibson and China Miéville to analyze steampunk cities; Kathryn Crowther turns to disability studies to examine the role of prosthetics within steampunk as well as the contemporary culture of access; and Diana M. Pho reviews the racial and national identities of steampunk, bringing in discussions of British chaphop artists, African American steampunk practitioners, and multicultural steampunk fan cultures. From disability and queerness to ethos and digital humanities, Like Clockwork explores the intriguing history of steampunk to evaluate the influence of the genre from the 1970s through the twenty-first century. Contributors: Kathryn Crowther, Perimeter College at Georgia State University; Shaun Duke, University of Florida; Stefania Forlini, University of Calgary (Canada); Lisa Hager, University of Wisconsin–Waukesha; Mike Perschon, MacEwan University in Edmonton, Alberta; Diana M. Pho; David Pike, American University; Catherine Siemann, New Jersey Institute of Technology; Joseph Weakland, Georgia Institute of Technology; Roger Whitson, Washington State University.

The Dragon and the Dazzle Marco Pellitteri,Jean-Marie Bouissou,Gianluca Di Fratta,Cristiano Martorella,Bounthavy Suvilay,2010 In the worldwide circulation of the products of cultural industries, an important role is played by Japanese popular culture in European contexts. Marco Pellitteri shows that the contact between Japanese pop culture and European youth publics occurred during two phases. By use of metaphor, the author calls them the Dragon and the Dazzle. The first took place between 1975 and 1995, the second from 1996 to today. They can be distinguished by the modalities of circulation and consumption/re-elaboration of Japanese themes and products in the most receptive countries: Italy, France, Spain, Germany and, across the ocean, the United States. During these two phases, several themes have been perceived, in Europe, as rising from Japan's social and mediatic systems. Among them, this book examines the most apparent from a European point of view: the author names them machine, infant, and mutation, visible mostly through manga, anime, videogames, and toys. Together with France, Italy is the European country that in this respect has had the most central role. There, Japanese imagination has been acknowledged not only by young people, but also by politicians, television programmers, the general public, educators, comics and cartoons authors. The growing influence of Japanese pop culture, connected to the appreciation of its manga, anime, toys, and videogames, also urges political and mediologic questions linked to the identity/ies of Japan as they are understood--wrongly or rightly--in Europe and the West, and to the increasingly important role of Japan in international relations.--Back cover

Made in Japan Toru Mitsui,2014-07-17 Made in Japan serves as a comprehensive and rigorous introduction to the history, sociology, and musicology of contemporary Japanese popular music. Each essay, written by a leading scholar of Japanese music, covers the major figures, styles, and social contexts of pop music in Japan and provides adequate context so readers understand why the figure or genre under discussion is of lasting significance. The book first presents a general description of the history and background of popular music, followed by essays organized into thematic sections: Putting Japanese Popular Music in Perspective; Rockin' Japan; and Japanese Popular Music and Visual Arts.

Chinese Asianism, 1894-1945 Craig A. Smith,2022-03-07 Chinese Asianism examines Chinese intellectual discussions of East Asian solidarity, analyzing them in connection with Chinese nationalism and Sino–Japanese relations. Beginning with texts written after the first Sino–Japanese War of 1894 and concluding with Wang Jingwei's failed government in World War II, Craig Smith engages with a period in which the Chinese empire had crumbled and intellectuals were struggling to adapt to imperialism, new and hegemonic forms of government, and radically different epistemes. He considers a wide range of writings that show the depth of the pre-war discourse on Asianism and the influence it had on the rise of nationalism in China. Asianism was a "call" for Asian unity, Smith finds, but advocates of a united and connected Asia based on racial or civilizational commonalities also utilized the packaging of Asia for their own agendas, to the extent that efforts towards international regionalism spurred the construction of Chinese nationalism. Asianism shaped Chinese ideas of nation and region, often by translating and interpreting Japanese perspectives, and leaving behind a legacy in the concepts and terms that persist in the twenty-first century. As China plays a central role in regional East Asian development, Asianism is once again of great importance today.

Xxxholic CLAMP (Mangaka group),2007 Kimihiro Watanuki is desperate to escape the spirits and ghosts that haunt him, so he turns to Yuko Ichihara, who is widely rumored to be the time-space witch. When Kimihiro begins working for Yuko to pay for her services, he also begins his journey into the worlds of the occult. Unusual customers from mysterious lands, an old rival named Domeki who is an exorcist, and a beautiful young woman named Himawari-chan

provide more danger, adventure, and excitement for Kimihiro than he ever thought he was going to get!

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biotechnological ... Microbe Profile: Pseudomonas aeruginosa: opportunistic ... by SP Digggle · 2020 · Cited by 311 — Pseudomonas aeruginosa is a Gram-negative opportunistic pathogen and a model bacterium for studying virulence and bacterial social traits. Pseudomonas: Model Organism, Pathogen, Cell Factory ... Pseudomonas aeruginosa is a common bacterium found in a wide range of environments; it infects nematodes, insects, plants, and ameba in the laboratory and ... Bernd H.A. Rehm: Books Pseudomonas: Model Organism, Pathogen, Cell Factory. Pinch to zoom-in further. SEE MORE DETAILS. Pseudomonas: Model Organism, Pathogen, Cell Factory. Pseudomonas model organism pathogen cell factory ... May 16, 2023 — Thank you for reading pseudomonas model organism pathogen cell factory. Maybe you have knowledge that, people have search numerous times for. Pseudomonas: Model Organism, Pathogen, Cell Factory Pseudomonas: Model Organism, Pathogen, Cell Factory ... The result is a comprehensive overview of the most important model organism in applied microbiology that ... Pseudomonas: Model Organism, Pathogen, Cell Factory Jun 25, 2008 — Get Textbooks on Google Play. Rent and save from the world's largest eBookstore. Read, highlight, and take notes, across web, tablet, and phone. Java: An Introduction to Problem Solving... by Savitch, Walter Java: An Introduction to Problem Solving and Programming, 7e, is ideal for introductory Computer Science courses using Java, and other introductory programming ... Java: An Introduction to Problem Solving and Programming ... Java: An Introduction to Problem Solving and Programming, Student Value Edition (7th Edition). 7th Edition. ISBN-13: 978-0133841084, ISBN-10: 0133841081. 4.4 ... An Introduction to Problem Solving & Programming Welcome to the seventh edition of Java: An Introduction to Problem Solving &. Programming. This book is designed for a first course in programming and. Java: An Introduction to Problem Solving and Programming ... Java: An Introduction to Problem Solving and Programming (7th Edition) by Savitch, Walter - ISBN 10: 0133766268 - ISBN 13: 9780133766264 - Pearson - 2014 ... Java: An Introduction to Problem Solving and Programming Java: An Introduction to Problem Solving and Programming, 8th edition. Published by Pearson (July 13, 2021) © 2018. Walter Savitch University of California, ... Java: an introduction to problem solving & programming [7th ... Welcome to the seventh edition of Java: An Introduction to Problem Solving & Programming. This book is designed for a first course in programming and computer ... Java: An Introduction to Problem Solving and Programming ... Java: An Introduction to Problem Solving and Programming plus MyProgrammingLab with Pearson eText -- Access Card Package (7th Edition) - Softcover. Savitch ... Java: An Introduction to Problem Solving and Programming ... Jun 28, 2014 — -- Java: An

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