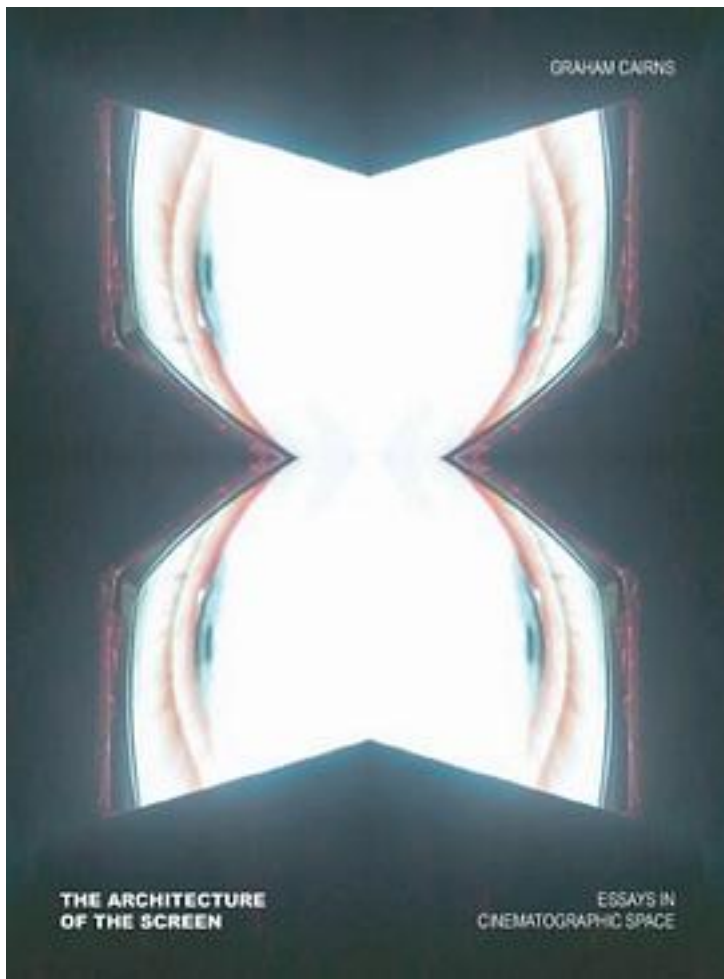


The Architecture of the Screen



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This title has a new and unusual angle on the relationship between film and architecture. Its examples of buildings, film and video projects are multinational in

scope and both historical and contemporary. The content is varied; film reviews, realized projects, theoretical texts. The subjects dealt with are thus equally varied. Given its structure, it can be read in fragments with the reader free to move around the content non-sequentially. With the birth of film came the birth of a revolutionary visual language. This new, unique vocabulary - the cut, the fade, the dissolve, the pan, and the new idea of movement - gave not only artists but also architects a completely new way to think about and describe the visual. The "Architecture of the Screen" examines the relationship between the visual language of film and the onscreen perception of space and architectural design, revealing how film's visual vocabulary influenced architecture in the twentieth century and continues to influence it today. Graham Cairns draws on film reviews, architectural plans, and theoretical texts to illustrate the unusual and fascinating relationship between the worlds of filmmaking and architecture.

作者介绍:

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标签

电影建筑

英国

电影

建筑理论

建筑

评论

也是很新的一本书，前面film review部分还是陈旧，虽然看题目都很有趣，但是讨论得没有新意。精华在最后一部分 conceptual essays，一篇把cinematic space和前辈pictorial

space联系起来了；一篇联系了艾森斯坦、德勒兹、德里达、屈米和艾森曼：反正还是在陈旧的材料中找到了一点新意吧～

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书评

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