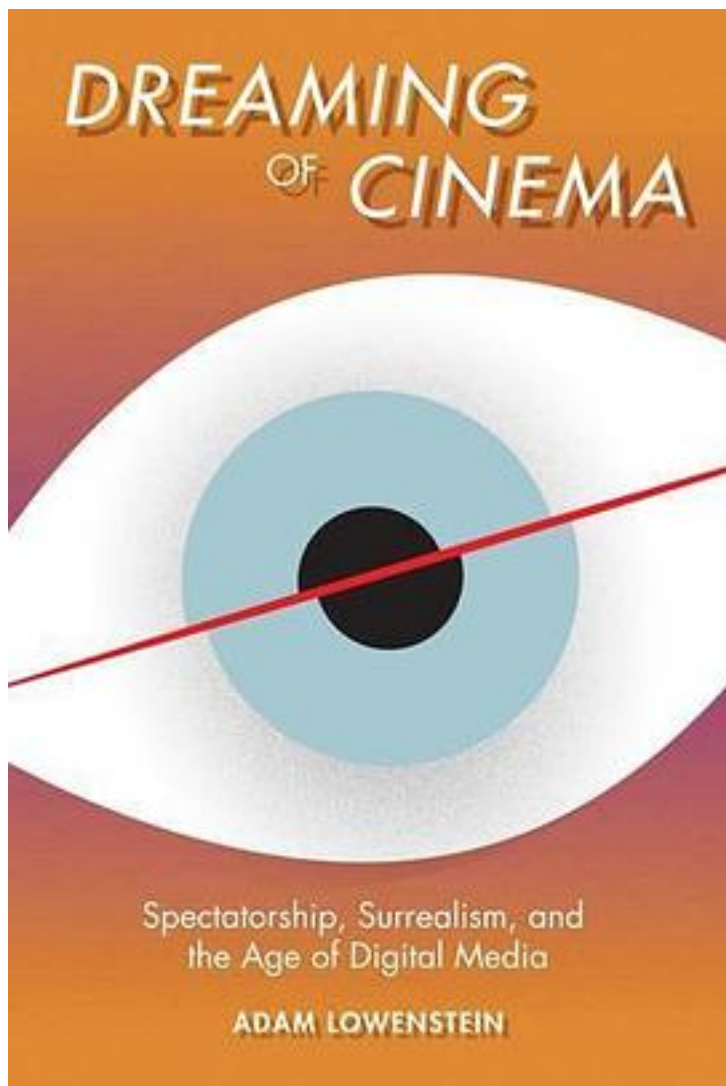


# Dreaming of Cinema



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Video games, YouTube channels, Blu-ray discs, and other forms of "new" media have made theatrical cinema seem "old." A sense of "cinema lost" has accompanied the ascent of digital media, and many worry film's capacity to record the real is fundamentally changing. Yet the Surrealist movement never treated cinema as a realist medium and understood our perceptions of the real itself to be a mirage. Returning to their interpretation of film's aesthetics and function, this book reads the writing, films, and art of Luis Buuel, Salvador Dal, Man Ray, Andr Breton, Andr Bazin, Roland Barthes, Georges Bataille, Roger Caillois, and Joseph Cornell and recognizes their significance for the films of David Cronenberg, Nakata Hideo, and Atom Egoyan; the American remake of the Japanese Ring (1998); and a YouTube channel devoted to Rock Hudson. Offering a positive alternative to cinema's perceived crisis of realism, this innovative study enriches the meaning of cinematic spectatorship in the twenty-first century.

作者介绍:

Adam Lowenstein works on issues relating to the cinema as a mode of historical, cultural, and aesthetic confrontation. His teaching and research link these issues to the relays between genre films and art films, the construction of national cinemas, and the politics of spectatorship, with particular attention to American, British, Canadian, French, and Japanese cases.

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标签

spectatorship

评论

试图在超现实主义电影和数字媒体之间建立联系。视旧如新，有点媒介考古学的意思，但基本上全靠个别影片个别片段的文本细读。

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理論重讀較多，雖然提到digital和youtube，但是案例都是比較老的，寶貴的是提出一個轉向。重點是電影不能被看作現實性的表達，論述好耐心

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书评

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