

Tokyo Zombie

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Introduction to Japanese Horror Film Colette Balmain 2008-10-14 This book is a major historical and cultural overview of an increasingly popular genre. Starting with the cultural phenomenon of Godzilla, it explores the evolution of Japanese horror from the 1950s through to contemporary classics of Japanese horror cinema such as Ringu and Ju-On: The Grudge. Divided thematically, the book explores key motifs such as the vengeful virgin, the demonic child, the doomed lovers and the supernatural serial killer, situating them within traditional Japanese mythology and folk-tales. The book also considers the aesthetics of the Japanese horror film, and the mechanisms through which horror is expressed at a visceral level through the use of setting, lighting, music and mise-en-scene. It concludes by considering the impact of Japanese horror on contemporary American cinema by examining the remakes of Ringu, Dark Water and Ju-On: The Grudge. The emphasis is on accessibility, and whilst the book is primarily marketed towards film and media students, it will also be of interest to anyone interested in Japanese horror film, cultural mythology and folk-tales, cinematic aesthetics and film theory.

The Zombie Movie Encyclopedia Peter Dendle 2010-07-27 Zombies are cautionary forms of humankind's most universally cherished ideal—life after death. Ragged, ill-spoken, rotting zombies (or the post-dead) seem socially awkward beside the more popular and aristocratic undead, like Count Dracula. The humble zombie remains, for the most part, unappreciated and unacknowledged—until now. The first exhaustive historical overview of zombie films, this book's lengthy entries evaluate more than 200 movies from 16 countries over a 65-year period from the early 1930s to the late 1990s. It covers everything from large studio films to backyard videography, and touches on memorable television episodes and miscellaneous shorts. An introduction traces the evolution of the genre and interprets the broader significance of the zombie in contemporary Western mythology.

Dark Pool of Light 3 Volume Set Richard Grossinger 2012-12-18 In books like *Embryogenesis* and *Embryos, Galaxies, and Sentient Beings*, author Richard Grossinger brought together the subjects of biological embryology and the esoteric process of human consciousness becoming embodied ("The embryo is the

universe writing itself on its own body"). In *Dark Pool of Light*, his latest creation, Grossinger weaves neuroscience-based behaviorism and the phenomenology of "being" and reality together with psychological and psychospiritual views of "that single thing which is most difficult to understand or vindicate: our own existence." In 2008 Grossinger began studying with noted psychic teacher John Friedlander, who helped him refine his vision of cerebral and somatic awareness to still subtler levels. "Dark Pool of Light began unnamed in the journals of my psychic work with John Friedlander," says Grossinger, "not so much a record of actual practices as insights from them and extensions out of them." An expansive inquiry into the nature of consciousness, the series examines the tension between the scientific and philosophical, and psychic views of the same phenomena, and includes "field notes" and experiential exercises that invite the reader to make their own explorations. *Dark Pool of Light* is divided into three volumes: in Volume 1, Grossinger begins with the scientific and philosophical, analytical views of reality, exploring the science, parascience, philosophy, and psychology of consciousness. Covering topics as diverse as current discoveries in neuroscience and the philosophy of the ancient Greeks, the book gives a broad overview of the bodies of knowledge concerning the nature of reality and consciousness. Volume Two discusses the similarities and differences between European esoteric traditions and Buddhism in their approaches to the subjects, and gives a detailed description of the psychic training Grossinger undertook that informs much of his worldview. This expansive inquiry into the nature of consciousness ends with this third volume in the series, *The Crisis and Future of Consciousness*. Grossinger addresses the perennial question of evil and shares the author's hopes and fears for the future of humanity. While wisdom gleaned from such seemingly disparate sources as science, philosophy, religion, and spirituality might appear "very, very different things," Grossinger nevertheless finds their meeting place in subjective, lived experience.

The Rough Guide to Manga Jason S. Yadao 2009-10-01 *The Rough Guide to Manga* is the ultimate handbook offering a comprehensive overview of one of the most fashionable genre's in today's popular culture. The guide features the manga story: from manga's twelfth-century roots to the rise of English-language manga with profiles of influential creators like Leiji Matsumoto and CLAMP as well as publishers to look out for. You'll find an overview of manga's unique styles, techniques and genres decoded as well as a canon of fifty must-read manga, including the iconic *Astro Boy*, global hits *Fruits Basket* and *Battle Royale*, plus less well-known works like *Please Save My Earth*. *The Rough Guide to Manga* demystifies unfamiliar terms and genres for newcomers whilst offering manga fans plenty of new recommendations including listings for manga magazines and websites along with a glossary of terms. Crammed with illustrations, and including a section on the anime connection, this is must-have Manga for beginners and enthusiasts alike.

Race, Oppression and the Zombie Christopher M. Moreman 2011-08-31 The figure of the zombie is a familiar one in world culture, acting as a metaphor for "the other," a participant in narratives of life and death, good and evil, and of a

fate worse than death—the state of being “undead.” This book explores the phenomenon from its roots in Haitian folklore to its evolution on the silver screen and to its radical transformation during the 1960s countercultural revolution. Contributors from a broad range of disciplines here examine the zombie and its relationship to colonialism, orientalism, racism, globalism, capitalism and more—including potential signs that the zombie hordes may have finally achieved oversaturation. Instructors considering this book for use in a course may request an examination copy here.

Tokyo Zombie Yusaku Hanakuma 2008 Horror-comedy manga about two blue-collar factory workers and jiu-jitsu experts who deal with a zombie uprising in Tokyo. Fujio and Mitsuo accidentally kill their overbearing boss and bury him in a man-made mountain, where tons of rotting garbage contaminated with industrial waste transforms the bodies of the dead into ravenous, flesh-eating zombies. A few years later, post-apocalyptic Tokyo has become a feudalistic society in which the rich make slaves fight zombies in gladiator death matches. Fujio and Mitsuo meet again...

Japan

Electric Ant #1 Ryan Sands (editor) Features: TALKING WITH THE MASTER OF MANGA Author Frederik Schodt on translation, Tezuka, and life as a teenager in Tokyo THE ILLUSTRATED HALL OF DARK LORDS My favorite cartoonists take us on a tour of the darkest lords that ever lived! YOUR FIRST KISS Revisited in all its glory... in the form of comics, short fiction, and drawings DEPARTMENT FOR IMPLEMENTING 15 KINDS OF VIOLENT DEATH A photographic tour of Beijing's Dongyue Temple and its assorted hells FEATURE COMIC: LOVE ENTITY BY AARON K A beautiful and demiurgical tale of transtemporal love and destiny

Zombies in Tokyo Andy Boon 2022-12-10 YOU live and work in Tokyo. Every day is the same. You get up, you go to work, you go home again. Then, one day, everything is different. Very, very different... ABOUT THE SERIES: Atama-ii is a series of multiple-path adventure stories written in easy English. It has been shortlisted for the 2015 British Council ELTons Award for Innovation in Learning Resources. The Atama-ii series is ideal for reluctant readers or for learners of English as a second language. The re-reading aspect of choice-based stories is an excellent way to develop reading comprehension, speed and fluency. Suitable for individual reading or for use in the English language classroom. Ages 11 and up. All titles in the series are at about the 300 headword level and include a total of about 2,500 words. Each text page is between 100 and 110 words, and is accompanied by a full-page color illustration to aid comprehension. Each story includes 8 possible endings, and is re-readable many times.

Zombie Movies Glenn Kay 2012-10-01 Featuring chronological reviews of more than 300 zombie films—from 1932's *White Zombie* to the AMC series *The Walking Dead*—this thorough, uproarious guide traces the evolution of one of horror cinema's most popular and terrifying creations. Fans will learn exactly what

makes a zombie a zombie, go behind the scenes with a chilling production diary from Land of the Dead, peruse a bizarre list of the oddest things ever seen in undead cinema, and immerse themselves in a detailed rundown of the 25 greatest zombie films ever made. Containing an illustrated zombie rating system, ranging from "Highly Recommended" to "Avoid at All Costs" and "So Bad It's Good," the book also features lengthy interviews with numerous talents from in front of and behind the camera. This updated and expanded second edition contains more than 100 new and rediscovered films, providing plenty of informative and entertaining brain food for movie fans.

Dark Pool of Light: The neuroscience, evolution, and ontology of consciousness
Richard Grossinger 2012 "Explores and compares neuroscientific and philosophical views of reality and human consciousness"--Provided by publisher.

Zombies Are Us Christopher M. Moreman 2011-10-10 On the surface, the zombie seems the polar opposite of the human—they are the living dead; we, in essence, are the dying alive. But the zombie is also “us.” Although decaying, it looks like us, dresses like us, and sometimes (if rarely) acts like us. In this volume, essays by scholars from a range of disciplines examine the zombie as a thematic presence in literature, film, video games, legal language, and philosophy, exploring topics including zombies and the environment, litigation, the afterlife, capitalism, and the erotic. Through this wide-ranging examination of the zombie phenomenon, the authors seek to discover what the zombie can teach us about being human. Instructors considering this book for use in a course may request an examination copy here.

Night Of The Living Dead: Joe Kane 2010-09-01 "They're coming to get you, Barbara. . ." These five words unleashed a terrifying movie classic on an unsuspecting public in 1968, stunning audiences with endless nightmares. George A. Romero's *Night of the Living Dead* raised the bar for onscreen violence. Moviegoers were bludgeoned with horrific scenes of zombies blood-feasting on human body parts. Nothing was taboo. A six-year-old child nibbling on her daddy's arm! Plunging a garden tool into her mother's heart! More blood spewed onscreen than ever before! And yet, people returned for more--in hordes. The zombie movie phenomenon had officially been spawned. This is the true story of the flesh-eating classic that started it all. Special Features • Dozens of photos too shocking to be seen until now • Stomach-churning details behind the groundbreaking FX • Compelling, revealing interviews with cast and crew • The legacy of *Night of the Living Dead* for today's horror directors "George Romero's zombies. He influenced a whole culture." --John Carpenter "A new standard for horror." --Variety "It's nice to see Joe Kane -- aka The Phantom of the Movies -- emerge from the video aisles with another book. . . it's a goodie. NIGHT OF THE LIVING DEAD: BEHIND THE SCENES OF THE MOST TERRIFYING HORROR MOVIE EVER covers George Romero's 1968 classic from idea to influence." --Bookgasm.com

East Asian Film Stars L. Wing-Fai 2014-05-21 Many stars from China, Japan and Korea are the most popular and instantly recognizable in the world. East Asian

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Film Stars brings together some of the world's leading cinema scholars to offer their insights into the work of regional and transnational screen legends, contemporary superstars and mysterious cult personas.

Directory of World Cinema: Japan 2 John Berra 2012 Building on and bringing up to date the material presented in the first installment of Directory of World Cinema: Japan, this volume continues the exploration of the enduring classics, cult favorites, and contemporary blockbusters of Japanese cinema with new contributions from leading critics and film scholars. Among the additions to this volume are in-depth treatments of two previously unexplored genres--youth cinema and films depicting lower-class settings--considered alongside discussions of popular narrative forms, including J-Horror, samurai cinema, anime, and the Japanese New Wave. Accompanying the critical essays in this volume are more than 150 new film reviews, complemented by full-color film stills, and significantly expanded references for further study. From the Golden Age to the film festival favorites of today, Directory of World Cinema: Japan 2 completes this comprehensive treatment of a consistently fascinating national cinema.

Asian Horror Andy Richards 2010-08-01 Since Japanese horror sensations The Ring and Audition first terrified Western audiences at the turn of the millennium, there's been a growing appreciation of Asia as the hotbed of the world's best horror movies. Over the last decade, Japan, South Korea, Thailand, and Hong Kong have all produced a steady stream of stylish supernatural thrillers and psychological chillers that have set new benchmarks for cinematic scares. Hollywood soon followed suit, producing high-profile remakes of films such as The Ring, Dark Water, The Grudge, and The Eye. With scores of Asian horror films now available to Western audiences, this guide helps viewers navigate the eclectic mix of vengeful spooks, yakuza zombies, feuding warlocks, and devilish dumplings, discussing the grand themes of Asian horror cinema and the distinctive national histories that give the films their special resonance. Tracing the long and noble tradition of horror stories in eastern cultures, it also delves into some of the folktales that have influenced this latest wave of shockers, paying tribute to classic Asian ghost films throughout the ages.

Anime and Its Roots in Early Japanese Monster Art Zília Papp 2010-02-01 Japanese anime plays a major role in modern popular visual culture and aesthetics, yet this is the first study which sets out to put today's anime in historical context by tracking the visual links between Edo- and Meiji- period painters and the post-war period animation and manga series 'Gegege no Kitaro' by Mizuki Shigeru.

The Year's Best Science Fiction: Twenty-Ninth Annual Collection Gardner Dozois 2012-07-03 A latest compilation in an annual series features top-selected stories by such leading genre masters as Robert Reed, Alastair Reynolds, and Elizabeth Bear.

Tokyo zombie

Encyclopedia of the Zombie: The Walking Dead in Popular Culture and Myth June Michele Pulliam 2014-06-19 A fascinating read for anyone from general readers to hardcore fans and scholars, this encyclopedia covers virtually every aspect of the zombie as cultural phenomenon, including film, literature, folklore, music, video games, and events. The proliferation of zombie-related fiction, film, games, events, and other media in the last decade would seem to indicate that zombies are "the new vampires" in popular culture. The editors and contributors of *Encyclopedia of the Zombie: The Walking Dead in Popular Culture and Myth* took on the prodigious task of covering all aspects of the phenomenon, from the less-known historical and cultural origins of the zombie myth to the significant works of film and literature as well as video games in the modern day that feature the insatiable, relentless zombie character. The encyclopedia examines a wide range of significant topics pertaining to zombies, such as zombies in the pulp magazines; the creation of the figure of the zumbie to subvert decades of censorship by the Comics Code of Authority; *Humans vs. Zombies*, a popular zombie-themed game played on college campuses across the country; and annual Halloween zombie walks. Organized alphabetically to facilitate use of the encyclopedia as a research tool, it also includes entries on important scholarly works in the expanding field of zombie studies. • Provides comprehensive coverage of topics about or relating to zombies in film, literature, folklore, and popular culture • Features work from contributors who are dedicated scholars, authors, or fans in the zombie genre of work • Supplies dates with all names and works to give readers a sense of the historical context and evolution of zombie lore • Includes concept entries—for example, comedy, free will, and weapons—that place works in a logical, thematic context

Land of the Rising Dead: A Tokyo School Girl's Guide to Surviving the Zombie Apocalypse Sakazaki Freddie 2016-10-11 *Land of the Rising Dead: A Tokyo School Girl's Guide to Surviving the Zombie Apocalypse* is a brand new guide to the zombie apocalypse! With a combination of comics, illustrations, and informative entries, this entertaining and colorful guide in combating the undead is as informative as it is entertaining! Seven Seas will release *Land of the Rising Dead: A Tokyo School Girl's Guide to Surviving the Zombie Apocalypse* as a single collectible edition, that comes jam-packed with vibrant black & white illustrations and comic strips throughout, eight full-color pages, plus a treasure trove of detailed advice on how to survive the zombie apocalypse. It was a regular day of class, when suddenly...zombies struck! Kris, Sara, Lina, and Melo barely managed to escape their school alive only to find the entire city in full blown panic mode. Now it's time for these four brave school girls to learn all they'll need to know about the undead and to teach us how to survive a zombie apocalypse along the way, Japan-style! Chapter titles include: History of Zombies Types of Zombies Weapons and Armor Zombie Survival 101 Survival Simulations 1 & 2

A Gross of Zombies Andy McKinney 2016-01-14 These 144 reviews of zombie movies will educate the reader as to which films are worthy of the time of the movie watcher. Some zombie movies are just as good as any other kind of movie, some watchable but not great, and some are absolute rubbish. Be warned, author Andy

McKinney names names and tells it like it is. As he says about some zombie movies, "I watched this one so you won't have to." Enjoy these reviews from a man who is himself a fan as well as a reviewer.

The Supernatural Revamped Barbara Brodman 2016-04-20 This book presents the supernatural as a truly international phenomenon, not restricted to the original folk characters, their literary representations, or popular media. Instead, we move around the world and into the twenty-first century, reshaping legends into a post-modern image that is psychologically and socially relevant.

Dharma of the Dead Christopher M. Moreman 2018-07-10 With the increased popularity of zombies in recent years, scholars have considered why the undead have so captured the public imagination. This book argues that the zombie can be viewed as an object of meditation on death, a memento mori that makes the fact of mortality more approachable from what has been described as America's "death-denying culture." The existential crisis in zombie apocalyptic fiction brings to the fore the problem of humanity's search for meaning in an increasingly global and secular world. Zombies are analyzed in the context of Buddhist thought, in contrast with social and religious critiques from other works.

Traditional Monster Imagery in Manga, Anime and Japanese Cinema Zília Papp 2010-10-29 Traditional Monster Imagery in Manga, Anime and Japanese Cinema builds on the earlier volume *Anime and its Roots in Early Japanese Monster Art*, that aimed to position contemporary Japanese animation within a wider art historical context by tracing the development of monster representations in Edo- and Meiji-period art works and post-war visual media. While the previous volume concentrated on modern media representations, this work focuses on how Western art historical concepts and methodology might be adapted when considering non-Western works, introducing traditional monster art in more detail, while also maintaining its links to post-war animation, sequential art and Japanese cinema. The book aims at a general readership interested in Japanese art and media as well as graduate students who might be searching for a research model within the fields of Animation Studies, Media Studies or Visual Communication Design.

Dead Tokyo: Cyberpunk Meets Zombies Andrew Lee 2019-03-22 The world of Cyberpunk can be hard. It can be harder when civilization collapses. All that is left is four kids and the entire population of Tokyo turned into zombies. Somehow these kids managed to not get infected by China's bio-warfare project gone bad. Luckily they each have their own unique skills that complement each other very well. Although they mesh well, it doesn't seem that way because they don't get along. They have completely different ideals they want to follow. Tensions rise and the rift between the group gets to big and puts everyone in danger. The rift between them actually lets zombies in. Futuristic Tokyo was the furthest ahead in technology in the world. That all went down the drain when zombies are the only ones left to run the city. And they run the city for sure. They stay close together like pack animals and linger in the buildings.

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They are able to maintain a sprint as long as something they can eat is insight and they disregard anything that will hurt them. The human brains they once had has completely been taken over and destroyed. James, Chad, Ashley, And Brad don't stand a chance against these zombies that are faster and stronger than them, not to mention that there are millions of them. How are they going to survive? Luckily they all had the same idea and head to the shipping port on the outskirts of the city. With Water behind them and a good distance from the tall buildings they are at least separated from the zombies. Inside the shipping port building are two robots used by the workers to move shipping crates. Controlled by body tracking suits and Virtual Reality gear they are super fast and super strong. These robots give them hope and the ability to survive. How will they fair against the millions of zombies? What kinds of technology can they use to defeat the zombies? Will the feud between the group sabotage their survival? All your questions will be answered inside Dead Tokyo Get your copy today!

Nightmare Movies Kim Newman 2011-04-18 Now over twenty years old, the original edition of *Nightmare Movies* has retained its place as a true classic of cult film criticism. In this new edition, Kim Newman brings his seminal work completely up-to-date, both reassessing his earlier evaluations and adding a second part that assesses the last two decades of horror films with all the wit, intelligence and insight for which he is known. Since the publication of the first edition, horror has been on a gradual upswing, and taken a new and stronger hold over the film industry. Newman negotiates his way through a vast back-catalogue of horror, charting the on-screen progress of our collective fears and bogeymen from the low budget slasher movies of the 60s, through to the slick releases of the 2000s, in a critical appraisal that doubles up as a genealogical study of contemporary horror and its forebears. Newman invokes the figures that fuel the ongoing demand for horror - the serial killer; the vampire; the werewolf; the zombie - and draws on his remarkable knowledge of the genre to give us a comprehensive overview of the modern myths that have shaped the imagination of multiple generations of cinema-goers. *Nightmare Movies* is an invaluable companion that not only provides a newly updated history of the darker side of film but a truly entertaining guide with which to discover the less well-trodden paths of horror, and re-discover the classics with a newly instructed eye.

Footbook of Zombie Walking Phil Smith 2015-10-22 A book about despair, climate change, zombie films, multiple apocalypses, the everyday, city-dwelling, zombies, walking and walk-performance, imperialism, sex, zombie literature, refugees, popular culture and zombies.

Zombies! Jovanka Vuckovic 2011-03-15 Celebrates zombie pop culture that has evolved since "Night of the Living Dead," tracing early mythological origins in African folklore and Haitian voodoo as well as modern incarnations in film, literature, and video gaming.

[The Zombie Movie Encyclopedia, Volume 2: 2000-2010](#) Peter Dendle 2012-10-19

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This is a comprehensive overview of zombie movies in the first 11 years of the new millennium, the most dynamic and vital period yet in the history of the zombie genre. It serves not only as a follow-up to its predecessor (The Zombie Movie Encyclopedia, McFarland 2001), which covered movies from 1932 up until the late 1990s, but also as a fresh exploration of what uniquely defines the genre in the 2000s. In-depth entries provide critical analysis of the zombie as creature in more than 280 feature-length movies, from 28 countries and filmed on six continents. An appendix offers shorter entries for more than 100 shorts and serials.

The Book of the Undead A Zombie Film Guide Terry Rowan

Tokyo zombie Yuusaku Hanakuma 2018

More Human Than Human Neil Clarke 2017-11-07 The idea of creating an artificial human is an old one. One of the earliest science-fictional novels, Frankenstein, concerned itself primarily with the hubris of creation, and one's relationship to one's creator. Later versions of this "artificial human" story (and indeed later adaptations of Frankenstein) changed the focus to more modernist questions... What is the nature of humanity? What does it mean to be human? These stories continued through the golden age of science fiction with Isaac Asimov's I Robot story cycle, and then through post-modern iterations from new wave writers like Philip K. Dick. Today, this compelling science fiction trope persists in mass media narratives like Westworld and Ridley Scott's Blade Runner, as well as twenty-first century science fiction novels like Charles Stross's Saturn's Children and Paolo Bacigalupi's The Windup Girl. The short stories in More Human than Human demonstrate the depth and breadth of artificial humanity in contemporary science fiction. Issues of passing . . . of what it is to be human . . . of autonomy and slavery and oppression, and yes, the hubris of creation; these ideas have fascinated us for at least two hundred years, and this selection of stories demonstrates why it is such an alluring and recurring conceit.

Tokyo Undead Tsukasa Saimura 2016-10-18 Tokyo Undead is a story of zombie survival taking place in one of the most densely populated cities in the world—Tokyo, Japan! This omnibus edition tells the complete story of an organization putting its last hopes on one man to find the antidote they need to save the world. Originally released in Japan as two separate volumes, Seven Seas will compile both parts of Tokyo Undead in a four-hundred-page omnibus edition that includes several full-color illustrations. After a man-made pathogen known as the K virus is accidentally released from Fieldwar Labs in the heart of Tokyo, the city is overrun by flesh-eating zombies. In the hopes of saving the last remaining survivors of this apocalypse, an organization known as Madara sends out its rookie member in a last-ditch effort to find a cure. Young Itachi must survive the zombie-ravaged streets of Tokyo while searching for the missing key that's integral to Japan's survival!

The Spaces and Places of Horror Francesco Pascuzzi 2020-01-16 This volume

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explores the complex horizon of landscapes in horror film culture to better understand the use that the genre makes of settings, locations, spaces, and places, be they physical, imagined, or altogether imaginary. In *The Philosophy of Horror*, Noël Carroll discusses the “geography” of horror as often situating the filmic genre in liminal spaces as a means to displace the narrative away from commonly accepted social structures: this use of space is meant to trigger the audience’s innate fear of the unknown. This notion recalls Freud’s theorization of the uncanny, as it is centered on recognizable locations outside of the Lacanian symbolic order. In some instances, a location may act as one of the describing characteristics of evil itself: In *A Nightmare on Elm Street* teenagers fall asleep only to be dragged from their bedrooms into Freddy Krueger’s labyrinthine lair, an inescapable boiler room that enhances Freddie’s powers and makes him invincible. In other scenarios, the action may take place in a distant, little-known country to isolate characters (Roth’s *Hostel* films), or as a way to mythicize the very origin of evil (Bava’s *Black Sunday*). Finally, anxieties related to the encroaching presence of technology in our lives may give rise to postmodern narratives of loneliness and disconnect at the crossing between virtual and real places: in Kurosawa’s *Pulse*, the internet acts as a gateway between the living and spirit worlds, creating an oneiric realm where the living vanish and ghosts move to replace them. This suggestive topic begs to be further investigated; this volume represents a crucial addition to the scholarship on horror film culture by adopting a transnational, comparative approach to the analysis of formal and narrative concerns specific to the genre by considering some of the most popular titles in horror film culture alongside lesser-known works for which this anthology represents the first piece of relevant scholarship.

Screening the Undead Leon Hunt 2013-12-02 The vampire and the zombie, the two most popular incarnations of the undead, are brought together for a forensic critical investigation in *Screening the Undead*. Both have a long history in popular fiction, film, television, comics and games; the vampire also remains central to popular culture today, from literary 'paranormal romance' to cult TV and movie franchises - by turns romantic, tortured, grotesque, countercultural, a goth icon or lonely outsider. The zombie can shamble or, nowadays, sprint with alarming velocity, and even dance. It frequently lends itself to metaphor and can stand in for fascism or ecological disaster, but is perhaps most frequently a harbinger and instrument of the apocalypse. Leading writers on Horror and cult media consider the sexy vampire and the grotesque zombie, as well as hybrid figures who do not fit neatly into either category. These are examined across a range of contexts, from the Swedish vampire to the Afro-American *Blacula*, from the lesbian vampire to the gay zombie, from the Spanish Knights Templar riding skeletal horses to dancing Japanese zombies. *Screening the Undead* sheds new light on these two icons of terror - and desire - whose popular longevity has taken them 'Beyond Life'.

The Playful Undead and Video Games Stephen J. Webley 2019-07-17 This book explores the central role of the zombie in contemporary popular culture as they appear in video games. Moving beyond traditional explanations of their enduring

appeal – that they embody an aesthetic that combines horror with a mindless target; that lower age ratings for zombie games widen the market; or that Artificial Intelligence routines for zombies are easier to develop – the book provides a multidisciplinary and comprehensive look at this cultural phenomenon. Drawing on detailed case studies from across the genre, contributors from a variety of backgrounds offer insights into how the study of zombies in the context of video games informs an analysis of their impact on contemporary popular culture. Issues such as gender, politics, intellectual property law, queer theory, narrative storytelling and worldbuilding, videogame techniques and technology, and man's relation to monsters are closely examined in their relation to zombie video games. Breaking new ground in the study of video games and popular culture, this volume will be of interest to researchers in a broad range of areas including media, popular culture, video games, and media psychology.

The Year's Work at the Zombie Research Center Fred Ashe 2014-09-22 They have stalked the horizons of our culture, wreaked havoc on moribund concepts of dead and not dead, threatened our sense of identity, and endangered our personal safety. Now zombies have emerged from the lurking shadows of society's fringes to wander the sacred halls of the academy, feasting on tender minds and hurling rot across our intellectual landscape. It is time to unite in common cause, to shore up defenses, firm up critical and analytical resources, and fortify crumbling lines of inquiry. Responding to this call, Brain Workers from the Zombie Research Center poke and prod the rotting corpus of zombie culture trying to make sense of cult classics and the unstoppable growth of new and even more disturbing work. They exhume "zombie theory" and decaying historical documents from America, Europe, and the Caribbean in order to unearth the zombie world and arm readers with the brain tools necessary for everyday survival. Readers will see that zombie culture today "lives" in shapes as mutable as a zombie horde and is often just as violent.

Directory of World Cinema: Japan 2 John Berra 2012-01-09 Building on and bringing up to date the material presented in the first instalment of *Directory of World Cinema: Japan*, this volume continues the exploration of the enduring classics, cult favourites and contemporary blockbusters of Japanese cinema with new contributions from leading critics and film scholars. Among the additions to this volume are in-depth treatments of two previously unexplored genres – youth cinema and films depicting lower-class settings – considered alongside discussions of popular narrative forms, including J-Horror, samurai cinema, anime and the Japanese New Wave. Accompanying the critical essays in this volume are more than 150 new film reviews, complemented by full-colour film stills, and significantly expanded references for further study. From the Golden Age to the film festival favourites of today, *Directory of World Cinema: Japan 2* completes this comprehensive treatment of a consistently fascinating national cinema.

The Encyclopedia of Japanese Horror Films Salvador Jimenez Murguía 2016-07-29
The Encyclopedia of Japanese Horror Films covers virtually every horror film

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made in Japan from the past century to date. In addition to entries on productions, both major and modest, this encyclopedia also includes entries for notable directors, producers, and actors. Each film entry includes comprehensive details, situates the film in the context and history of Japanese horror cinema, and includes brief suggestions for further reading. Although emphasizing horror as a general theme, this encyclopedia also encompasses other genres that are associated with this theme, including Comedy Horror, Science Fiction Horror, Cyber-punk Horror, Ero Guru (Erotic Grotesque), and Anime Horror. The Encyclopedia of Japanese Horror Films is a comprehensive reference volume that will appeal to both cinema scholars as well as to the many fans of this popular genre.