

Contents

List of Illustrations **vii**

Series Foreword **xi**

Acknowledgments **xiii**

Introduction: The Baroque and the Neo-Baroque **1**

Postclassical, Modern Classicism, or Neo-Baroque? Will the Real Contemporary Cinema Please Stand Up? **1**

... Of Things Baroque **7**

The "Baroque Baroque" and the Hollywood Style: the 1920s and 1930s **10**

The Latin American and Spanish Neo-Baroque **12**

The Spatial Aspect of the Cultural System **15**

The Neo-Baroque and Contemporary Entertainment Media **23**

1 Polycentrism and Seriality: (Neo-)Baroque Narrative Formations **31**

Seriality and the (Neo-)Baroque **31**

Globalization, Seriality and Entertainment Media **34**

Capitalism, Seriality, and the Baroque **41**

Seigneurial Seriality: Serial Form and Baroque Allegory **49**

An Aesthetic of Repetition and the Drive for Perfection **55**

The Fragment and the Whole: Aliens/Predator: The Deadliest of the Species **60**

2 Intertextuality, Labyrinths, and the (Neo-)Baroque **71**

"Intertextual Arenas" and (Neo-)Baroque Folds **71**

	<i>Multiple Temporalities and Monadic Logic: The Evil Dead and Evil Dead II, the "Original" and the Sequel</i>	73
	<i>The Labyrinth, Virtuosity, and the Barberini Ceiling</i>	81
	<i>Doom, Doom II, and Neo-Baroque Forces of Expansion</i>	96
	<i>The Labyrinth, Virtuosity, and Doom II</i>	103
3	Hypertexts, Mappings, and Colonized Spaces	109
	<i>Phantasmagoria and Intertextual Journeys through Horror</i>	109
	<i>Stalker Film Meets the Stalker CD-ROM "Interactive Movie"</i>	115
	<i>The Hypertextual Array: A New Medium for the Neo-Baroque</i>	120
	<i>Colonizing Space: The Baroque Mapping of New Worlds</i>	129
	<i>Colonizing Cyberspace: Neo-Baroque Mapping and Virtual Spaces</i>	140
4	Virtuosity, Special-Effects Spectacles, and Architectures of the Senses	151
	<i>(Neo-)Baroque Visuality</i>	151
	<i>The Quadratura Spectacle of S. Ignazio and the Digital Spectacle of Jurassic Park</i>	160
	<i>Optics, Virtuosity, and Seventeenth-Century Illusionistic Ceiling Paintings</i>	171
	<i>Optics, Virtuosity, and Digital Effects in Science Fiction Cinema</i>	179
	<i>Star Wars and the Architecture of Vision</i>	189
	<i>Remediation, Spectacle, and the Assault on the Sensorium</i>	193
	<i>Terminator 2: 3D Battle across Time, the Unity of the Arts, and Architectures of the Senses</i>	199
5	Special-Effects Magic and the Spiritual Presence of the Technological	209
	<i>Sensual Seduction and (Neo-)Baroque Transcendence</i>	209
	<i>Aliens and the Second Coming: The Spiritual Presence of the Technological</i>	221
	<i>The Magic of Spectacle</i>	226
	<i>The Aesthetics of Rare Experiences</i>	233
	<i>The Game of Creation: Automata, Cyborgs, and Animated Statues</i>	243
	<i>The Amazing Adventures of Spiderman and the Bel Composto</i>	251
	Notes	257
	References	297
	Index	313