

UNDER CONSTRUCTION

LECTURE SERIES FB07

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Fantastic Buildings and where to find them. Historical models in Fantasy & Science Fiction and the strategies of reception in fantastic media

Over the past 100 years, fantasy, science fiction, horror and the younger subgenres have continued to evolve and have boomed more or less. But for about 20 years we have been experiencing a medial peak phase of the Fantastic. With the Harry Potter books by J. K. Rowling and Peter Jackson's film adaptation of the Lord of the Rings, a development began that can be described as unique in its sustainability and broad impact. This goes hand in hand with technological and social developments: from the digitization of all areas of life, new forms and ways of communication that are closely linked to a new meaning of media, especially images, but also the progressive, broad acceptance of new media productions such as computer games.

In modern cultural works, such as modern serial formats or video games, but also in much older ones, such as literature and film, the Fantastic is dominant. Fantastic works are among the best-selling, most popular and culturally most influential works in all areas. An important reason for this success lies in the increasingly convincing visualizations of the Fantastic. Computer-generated images, of mostly literary visions, can now be convincingly and overwhelmingly presented to a broad audience, focusing on visual narrative and interaction forms. In the creation of the fantastic images, the so-called worldbuilding, very often well-known works of art, buildings and image and spatial structures from past and present are adopted, received and transformed.

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The analysis of these ways and forms of reception is in the hands of Art History and represents a field of research that has so far been little known, let alone widespread. Within the framework of the dissertation project, which forms the basis for the lecture, exactly these paths and forms, but also the underlying iconographies, functions and structures, will be examined using the tower motif in Fantasy and Science Fiction as an example, and positioned with a view to linking past, present and future interpretations.

The lecture in the context of the kami-series will show these reception strategies using the example of various historical models from the field of architecture, which have been incorporated into well-known works of fantasy. The historical paths taken, especially by the medieval-oriented Fantasy about Romanticism and the 19th century, will also be examined. The examples come from all media: from book covers to comics and illustrations to video games, films and TV shows.

Among other things:

- Antiquity Reception in Game of Thrones, Star Trek
- Gothic Reception in Bloodborne, Dragon Age, Pathfinder, Jupiter Ascending, Star Wars, Game of Thrones, Magic The Gathering, Wizarding World (Harry Potter, Fantastic Beasts and where to find them)
- Neuschwanstein Castle in Disney, Game of Thrones
- Skyscrapers & Tower to Babel reception in Altered Carbon, The Expanse, Star Wars, Digital Art, Fan Art