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Musik in Science-Fiction-Film und -Fernsehen

Komp. v. Katja Bruns

Die folgende Liste versammelt Bücher und Artikel, die sich den besonderen formalen und funktionalen Qualitäten der Musik von SF-Filmen widmen. Auf Untersuchungen einzelner Filme habe ich nur hingewiesen, wenn sie von allgemeinerem Interesse waren.

In die folgende Bibliographie ist eine kleine Bibliographie von Philip Hayward und Natalie Lewandowski eingegangen (URL: <http://www.smss-online.org/SF%20Film-TV%20Soundtrack%20Bibliography%20v1.pdf>). Für Hinweise danke ich Holger Schnell, Bodo Traber und Hans J. Wulff.

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Coyle, Rebecca: Sound and Music in the *Mad Max* trilogy. In: Hayward, Philip: *Off the planet: Music, sound, and science fiction cinema*. Bloomington: Indiana University Press 2004, pp. 109-128.

Cranny-Francis, Anne: Mapping cultural auracy: The sonic politics of *The Day the Earth Stood Still*. In: *Social Semiotics* 17,1 (Mar 2007), pp. 87-110.

□ Examines the sound of a particular Hollywood film - the B-Grade 1950 science fiction "classic" *The Day the Earth Stood Still* (1951) - in order to perform a semiotic kind of analysis but also to argue that the analysis needs to encompass not only music, but all sonic elements of the film. Furthermore, the paper argues for development of a cultural auracy that will complement studies of verbal and visual literacies in multimodal and multimedia texts.

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□ = Case-in-Point: *Alien*.

Hannan, Michael / Carey, Melissa: Ambient Soundscape in *Blade Runner*. In: Hayward, Philip: *Off the planet: Music, sound, and science fiction cinema*. Bloomington: Indiana University Press 2004, pp. 149-164.

Hanoch-Roe, Galia: Beethoven's Ninth: An *Ode to Choice* as Presented in Stanley Kubrick's *A Clockwork Orange*. In: *International Review of the Aesthetics and Sociology of Music* 33,2, 2002, pp. 171-179.

Harley, R.: Creating a Sonic Character: Non-Diegetic Sound in the Mad Max Trilogy. In: Coyle, Rebec-

ca (ed.): *Screen Scores: Studies in Contemporary Australian Film Music*. Sydney: Allen and Unwin / AFTRS 1998, pp. 16-29.

Hayward, Philip: Danger Retro-Affectivity! The Cultural Career of the Theremin. In: *Convergence* 3,4, Winter 1997, pp. 28-53.

Hayward, Philip: Music, Technology and Territorialisation in *Mars Attacks!* In: *Convergence: The International Journal of Research into New Media Technologies* 5,1, 1999, pp. 47-58.

□ Textual and thematic cluster analysis on the affectivity and significance of musical sounds (and sound technologies). With reference to the work of Gilles Deleuze and Felix Guattari and the application of aspects of their work to uses of music in contemporary cinema.

Hayward, Philip: *Off the planet: Music, sound, and science fiction cinema*. Bloomington: Indiana University Press 2004, 214 pp.

□ Zugl.: London [...]: Libbey 2004, 214 S.
 □ Following a detailed historical introduction to the development of sound and music in the genre, individual chapters analyze key films, film series, composers, and directors in the postwar era. The first part of the anthology profiles seminal 1950s productions such as *The Day the Earth Stood Still*, the first *Godzilla* film, and *Forbidden Planet*. Later chapters analyze the work of composer John Williams, the career of director David Cronenberg, the *Mad Max* series, James Cameron's *Terminators*, and other notable SF films such as *Space Is the Place*, *Blade Runner*, *Mars Attacks!*, and *The Matrix*.
 □ Includes: Introduction: Sci-Fidelity – Music, Sound and Genre History, pp. 1-29.
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□ Study of music for sci-fi, horror and fantasy genres . The book provides a historical survey of this particular brand of score throughout the decades, spotlighting the Universal Pictures monster movies of the 1930's and 40's, the 'alien scare' science-fiction films of the 1950's, Japanese monster movies, low-budget horror films of the 1960's by Roger Corman and the like, and the resurgence of & 'fantastic cinema' in the late 1970's and beyond.

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□ Abstracted in: *Dissertation Abstracts International, Section A: The Humanities and Social Sciences* 65,12, June 2005, DA3156959.

□ The texts under investigation here - Stanley Kubrick's *2001: A Space Odyssey*, Richard Powers's *Galatea 2.2*, Lloyd Biggle, Jr.'s *The Tunesmith*, and Fred Wilcox's *Forbidden Planet* (particularly its accompanying electronic musical score by Bebe and Louis Barron) - all present a mechanical entity that makes possible (through musicality) a profound connection with its "users." This connection tends to manifest itself as an empathic reaction, linking the mechanical and the organic and bridging larger evolutionary rifts in imagined futures.

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□ On music in the TV-series *Firefly*.

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- After seeing Steven Spielberg's remake of War of the Worlds on the 4th of July weekend 2005, an old friend who sat with me during the screening commented on how effective John Williams' score for it was, and that it reminded her of film noir scores. An interesting coincidence, I thought, as many years earlier I had been struck by how passages in Leith Stevens' score for Paramount's *War of the Worlds* (1953) reminded me of "crime drama music," music for gangster or detective movies. Why should Stevens and Williams write music for a science fiction film in a style evocative of another film genre?

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Scheurer, Timothy E.: *Music and mythmaking in film. Genre and the role of the composer*. Jefferson, NC: McFarland 2008, 265 pp.

- This work studies the conventions of music scoring in major film genres (i.e., science fiction, historical romance, western), focusing on the artistic and technical methods that modern composers employ to underscore and accompany the visual events. Each chapter begins with an analysis of the major narrative and scoring conventions of a particular genre and concludes with an in-depth analysis of two film examples.

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- Considers the evolution of sound design not only through cultural and technological developments during the last four decades, but also through the attitudes and expectations of filmgoers. Fans of recent blockbuster films, in particular science fiction films, have come to expect a more advanced and refined degree of film sound use, which has changed the way they experience and understand spectacle and storytelling in contemporary cinema. -- The book covers recent science fiction cinema in rich and compelling detail, providing a new sounding of familiar films, while offering insights into the constructed nature of cinematic sound design. This is accomplished by examining the formal elements and historical context of sound production in movies to better appreciate how a film sound track is conceived and presented. Whittington focuses on seminal science fiction films that have made specific advances in film sound, including *2001: A Space Odyssey*, *THX 1138*, *Star Wars*, *Alien*, *Blade Runner* (original version and director's cut), *Terminator 2: Judgment Day* and *The Matrix* trilogy and games - milestones of the entertainment industry's technological and aesthetic advancements with sound.

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