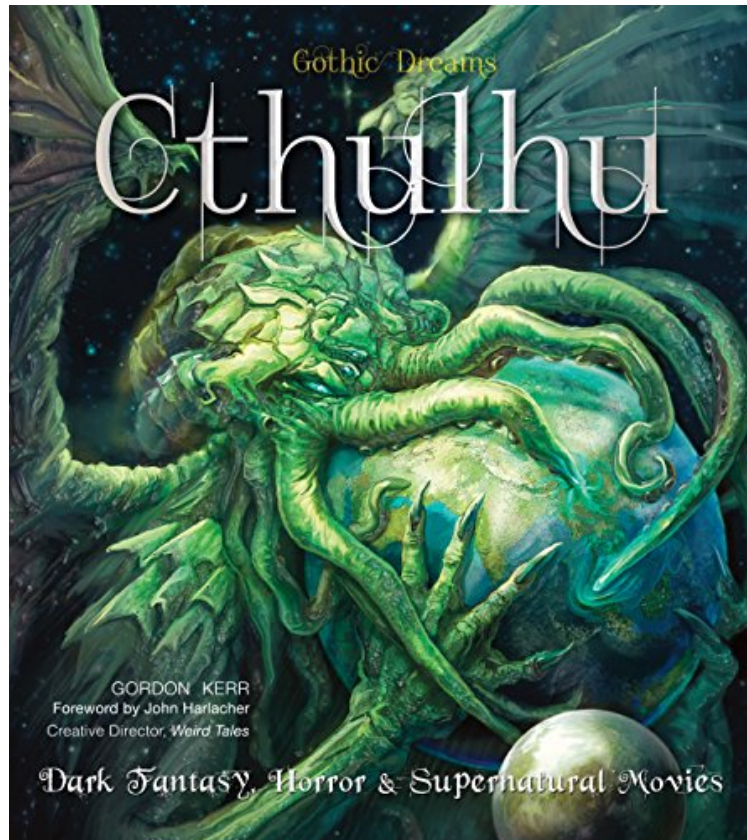


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## Cthulhu: Dark Fantasy, Horror Supernatural Movies (Gothic Dreams)

*Gordon Kerr*

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**Gordon Kerr : Cthulhu: Dark Fantasy, Horror Supernatural Movies (Gothic Dreams)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Cthulhu: Dark Fantasy, Horror Supernatural Movies (Gothic Dreams):

8 of 9 people found the following review helpful. Beautiful but Vapid  
By Ancient History  
A coffee-table book in everything except size, Gothic Dreams Cthulhu is chock full of colorful, elaborate paintings and digital artwork, book covers and incidental illustrations; it's eye-catching and gorgeous, a page-turner for anyone excited about what tentacled horror resides on the next leaf. Unfortunately, a bit of text gets in the way. Nominally a paint-thick biography of Lovecraft and survey of the Cthulhu Mythos, Gordon Kerr appears to mean well but makes laughable error after questionable omission after howling mistake. While it is clear Kerr is familiar with the basic literature of the Mythos, the "bio" of Lovecraft is so scattershot you wonder why he bothered; various expressions of the Mythos are given weird and uncomfortable emphasis - Kerr appears to take the Simon Necronomicon as providing an actual Sumerian origin for Cthulhu and somehow got the idea from China Mieville that all tentacles derive from William Hope Hodgson, for example, and Wilum H. Pugmire is filed in next to Luis G. Abbadie under the title "Mexicans and Transvestites." Caitlin R. Kiernan and Brian Lumley (among others) are only names on a list, but Neil Gaiman and Dr.

Who gets their own paragraphs. Robert E. Howard doesn't appear to rate a mention. Kerr does somewhat better with "Cthulhu On-Screen," mentioning the major film adaptations (as loose as they may be) of the Mythos; one can clearly see he kept a copy of "Lurker in the Lobby" close at hand, and only indulges himself a couple times in drawing comparisons to modern films like Cloverfield and Pirates of the Caribbean's Davy Jones. Cthulhu gaming (rpgs, card games, PC games) also gets a nice section, though it probably could have benefited more from featuring some of the art from those games - then again, I'm amazed at how many pieces Kerr managed to get permission to use for this book as it stands. Less forgivable is, well, not including all of the art being described in the section of the book about Mythos art. Given that this entire project is a look-pretty book for people who got tired of National Geographic's Book of the Week cluttering up their coffee table, it seems a bit questionable. Likewise, there are some bizarre omissions here too - Bryan Moore's busts of Lovecraft and Cthulhu are mentioned, but not Stephen Hickman's? Douglas Sirois' forgettable graphic novel Apollo gets a shout-out but none of BOOM's many Mythos-related series? Maybe I'm being too harsh on Kerr; this is after all just a pretty-to-look-at book, and a serious attempt to survey the Mythos would be both doomed and prohibitively thick and expensive. And it is very, very pretty - but that's all it is, really. 1 of 3 people found the following review helpful. Good Introduction to the Mythos By SLM Well done. 1 of 2 people found the following review helpful. By zongaku While I can't vouch exactly for all the written content, I can say that this book is pretty cool for the art at least. For half the price of the other Cthulhu art book, it's a pretty good score.

Beneath the waves stirs a malevolent, giant kraken-like monster - the terrifying creation of master of horror H.P. Lovecraft. First brought to life as part of his short story 'The Call of Cthulhu', published in the magazine *Weird Tales*, and later featuring in several of Lovecraft's works, Cthulhu is an iconic figure that has inspired imagination and terrified generations. Its name has come to define the whole mythos built up around Lovecraft's strange worlds and pantheon of monsters that inspire many writers to this day. In this exciting new book, punchy text describes how fantasy art, literature, movies and even games have been influenced by the terrifying Cthulhu, accompanied by powerfully atmospheric artworks.

About the Author Gordon Kerr (author) first met the tentacle-faced one back in the late sixties when Rrsquo;lyeh erupted through the floorboards of his bedroom in Scotland during one of its brief moments in the sun. Or rather, he thought it did, but it was just a nightmare after reading a book of H.P. Lovecraft stories. Hersquo;s been having nightmares again writing this book and re-visiting some scary moments from his teenage years. When hersquo;s not writing about extra-dimensional beings and hiding beneath the blankets, he scribbles books on a variety of subjects, from art to travel and history to humour.nbsp;