1. Record Nr. UNINA9910413450503321 Drawn stories, moving images: comic books and their screen Titolo adaptations / / Christian Wessely, Alexander D. Ornella, editors : Simon Philipp Born [and eight others], contributors Marburg:,: Schuren Verlag,, [2017] Pubbl/distr/stampa ©2017 Edizione [First edition.] Descrizione fisica 1 electronic resource (212 p.) Journal for Religion, Film and Media Collana 791.43 Disciplina Soggetti Animated films Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Editorial 9 -- On the History and Hermeneutics of Comics 17 --Nota di contenuto Rampant Lechers, Chaste Heroes 45 -- (De-)Sexualised Violence in Comic-Book Screen Adaptations -- The Problem of Evil in DC Universe Animated Movies, 2007-2016 59 -- DC Multiverse, an Ironic Illustration of Leibniz's Theodicy? -- Shadows of the Bat 75 Constructions of Good and Evil in the Batman Movies of Tim Burton and Christopher Nolan -- Deconstructing Gilgul, Finding Identity 105 Captain America and the Winter Soldier in a Judaistic Perspective --Bulletproof Love: Luke Cage (2016) and Religion 123 -- Open Section -- Bridging Real and Virtual: A Spiritual Challenge 159 -- Reviews --Game review The Turing Test (Bulkhead Interactive) -- 5. Fevry/S. Goriely/A. Join-Lambert (eds.), Regards croises sur Incendies -- Book review -- A. Neumaier, religion@home? Religionsbezogene Online-Plattformen und ihre Nutzung -- Game review -- Samorost 3 (Puzzle) Calls fo r Papers Trauma, Memory and Religion Representing Memories of Killing in Film -- " Who, Being Loved, is Poor?" Material and Media Dimensions of Wedding. Sommario/riassunto The comic transcends the merely entertaining, and fans of comics become engaged and invested in the field through a range of activities. Major cities host regular comic conventions, attracting hundreds of thousands of attendees each year, who search for special issues of their favourite comic-book series, meet artists, attend workshops and buy

merchandise. Many fans do not stop at just attending conventions; they do so dressed as their favourite comic characters or wearing badges, buttons, T-shirts or sweaters with images of those characters on them. In other words: many fans do ot merely consume comic books; rather, they arrange a considerable part of their lives around them and in some cases even embody their heroes, that is, they copy their behaviour and their language. The comic universe, the comic books and the range of activities emerging out of them and around them become a meaningful universe for fans.