

1. Record Nr.	UNINA9910451708503321
Titolo	Seeing the face, seeing the soul : Polemon's Physiognomy from classical antiquity to medieval Islam // edited by Simon Swain ; with contributions by George Boys-Stones [and five others]
Pubbl/distr/stampa	Oxford, [England] : , : Oxford University Press, , 2007 ©2007
ISBN	0-19-156949-6 1-4294-9191-4
Descrizione fisica	1 online resource (710 p.)
Disciplina	138.09
Soggetti	Physiognomy - History Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; List of Illustrations; 1.Introduction; PART I. ANTIQUITY; 2. Physiognomy and Ancient Psychological Theory; 3.Polemon's Physiognomy; 4.Physiognomics: Art and Text; PART II. ISLAM; 5.The Islamic Background to Polemon's Treatise; 6.The Semiotic Paradigm: Physiognomy and Medicine in Islamic Culture; 7.Polemon's Physiognomy in the Arabic Tradition; PART III. TEXTS AND TRANSLATIONS; 8.A New Edition and Translation of the Leiden Polemon; 9.The Istanbul Polemon (TK Recension): Edition and Translation of the Introduction; 10.The Physiognomy of Adamantius the Sophist 11.Anonymus Latinus, Book of PhysiognomyAppendix: The Physiognomy Attributed to Aristotle; Bibliography; Index; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; P; Q; R; S; T; V; W; X; Y; Z
Sommario/riassunto	Polemon of Laodicea's Physiognomy explains how to detect someone's character from their appearance. The original 2nd-century text has been lost, but this collection of essays presents translations of the surviving Greek, Latin, and Arabic versions together with a series of masterly studies on the Physiognomy's origins, function, and legacy. - ; Polemon of Laodicea (near modern Denizli, south-west Turkey) was a

wealthy Greek aristocrat and a key member of the intellectual movement known as the Second Sophistic. Among his works was the *Physiognomy*, a manual on how to tell character from appearance

---