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Nota di contenuto	Preface ; Introduction: Displacing Antiquity in Science Fiction and Fantasy (Brett M -- Rogers, Benjamin Eldon Stevens) ; Part I: Displacing Points of Origin. 1 -- More 'T, ' Vicar? Revisiting Models and Methodologies for Classical Receptions in Science Fiction (Tony Keen) ; 2 -- Saxa loquuntur?: Archaeological Fantasies in Wilhelm Jensen's Gradiva (Jesse Weiner) ; 3 -- Time Travel and Self-Reflexivity in Receptions of Homer's Iliad (Claire Kenward) ; 4 -- Monuments and Tradition in Jack McDevitt's The Engines of God (Laura Zientek) ; Part II: Displaced in Space. 5 -- Lyra's Odyssey in Philip Pullman's His Dark Materials (Ortwin Knorr) ; 6 -- Displacing Nostos and the Ancient Greek Hero in Hayao Miyazaki's Spirited Away (Suzanne Lye) ; 7. 'The nearest technically impossible thing': Classical Antiquity in the Novels of Helen Oyeyemi (Benjamin Eldon Stevens) ; Part III: Displaced in Time. 8 -- Dynamic Tensions: The Figure(s) of Atlas in The Rocky Horror Picture Show (Stephen B -- Moses and Brett M -- Rogers) ; 9 -- Drinking Blood and Talking Ghosts in Diana Wynne Jones's The Time of the Ghost (Frances Foster) ; 10 -- Finding Cassandra in Science Fiction: The Seer of Agamemnon and the Time-Traveling Protector of Continuum

(Jennifer Ranck) ; Part IV: Displacing Genre. 11 -- Classical Reception and the Half-Elf Cleric (C -- W -- Marshall) ; 12 -- The Gods Problem in Gene Wolfe's Soldier of the Mist (Vincent Tomasso) ; 13 -- The Divine Emperor in Virgil's Aeneid and the Warhammer 40K Universe (Alexander McAuley) ;Part V: Epilogue: Finding a Place in Displacement. 14 -- Just Your Average Tuesday-Morning Minotaur (Catherynne M -- Valente).

Sommario/riassunto

"In 15 all-new essays, this volume explores how science fiction and fantasy draw on materials from ancient Greece and Rome, 'displacing' them from their original settings-in time and space, in points of origins and genre-and encouraging readers to consider similar 'displacements' in the modern world. Modern examples from a wide range of media and genres-including Philip Pullman's His Dark Materials and the novels of Helen Oyeyemi, the Rocky Horror Picture Show and Hayao Miyazaki's Spirited Away , and the role-playing games Dungeons and Dragons and Warhammer 40K- are brought alongside episodes from ancient myth, important moments from history, and more. All together, these multifaceted studies add to our understanding of how science fiction and fantasy form important areas of classical reception, not only transmitting but also transmuting images of antiquity. The volume concludes with an inspiring personal reflection from the New York Times-bestselling author of speculative fiction, Catherynne M. Valente, offering her perspective on the limitless potential of the classical world to resonate with experience today."--
