

Swords and Cinema: Hollywood vs the reality of ancient warfare

By Jeremiah McCall



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The battles and sieges of the Classical world have been a rich source of inspiration to film makers since the beginning of cinema and the 60s and 70s saw the golden age of the 'swords and sandals' epic, with films such as Spartacus. Ridley Scott's Gladiator led a modern revival that has continued with the release of films like 300, The Eagle and Centurion and HBO's mini-series Rome.

While Hollywood interpretations of Classical battle continue to spark interest in ancient warfare, to casual viewers and serious enthusiasts alike they also spark a host of questions about authenticity. What does Hollywood get right and wrong about weapons, organization, tactics and the experience of combat? Did the Spartans really fight clad only in their underpants and did the Persians have mysterious, silver-masked assassins in their armies? This original book discusses the merits of battle scenes in selected movies and along the way gives the reader an interesting overview of ancient battle. It should appeal to the serious student of ancient warfare, movie buffs and everyone in between.



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Swords and Cinema: Hollywood vs the reality of ancient warfare By Jeremiah McCall Bibliography

Sales Rank: #1917885 in Books
Published on: 2015-03-19
Original language: English

• Dimensions: 9.30" h x 1.10" w x 6.20" l, .84 pounds

• Binding: Hardcover

• 224 pages

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Editorial Review

About the Author

Jeremiah B McCall is a school teacher in Cincinnati, Ohio. He is a pioneering advocate of the use of video games as teaching aids and has a PhD in Classical History. His previous works include much-praised The Cavalry of the Roman Republic (2002) and The Sword of Rome (Pen & Sword, 2012) He is now working on his next work for Pen & Sword, which assesses the portrayals of ancient warfare and empire building in video games.

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