



The history and theory of great big movies. Cinerama, 3D, IMAX, and VR; immersion, landscape, temporality, expanded cinema, worldbuilding; national epics, World's Fairs, roadshows; intermedial competition and the quest for a personal megacinema. Films include Napoleon, The Big Trail, This Is Cinerama, 2001, Playtime, The Dark Knight, and Voyage of Time.