

Dear Mitra:

The 2010 science fiction action film *Inception* directed by Christopher Nolan is surely an important film that utilizes the changing architecture to orchestrate the flow of a fast moving story. I watched this movie in a big movie theater when it first released and rewatched the trailer after I saw your post.

Nolan very intentionally wants his viewers to link the architecture to his story, beginning from the Warner-Brother logo in the opening scene. Notice when the movie started, we see a big gray WB logo and the camera zooms into that while the logo flips horizontally (Fig 1 & 2). The logo itself is a collection of skyscrapers. These subtle images plant the idea of flipping the perspective of buildings into the viewer's mind and prime the viewers to pay attention to that.

Later on, Nolan uses the rotation of camera and perspective of gravity in enclosed environments, such as in the hallway or in a hotel room (Fig 3-5) to trigger the sense of transition between spaces in the film. In many scenes, Nolan also uses long shots to show the collapsing building to represent the destruction of spaces in different stages of the mind while the characters were dreaming (Fig 6 & 7). The most interesting one is the folding street scene of Paris (Fig 8). It creates a surrealist world that drags all the viewers into and relaxes the limitation of gravity toward our body while we lay and enjoy the films on either a comfortable movie chair inside the theater or our family home sofa.

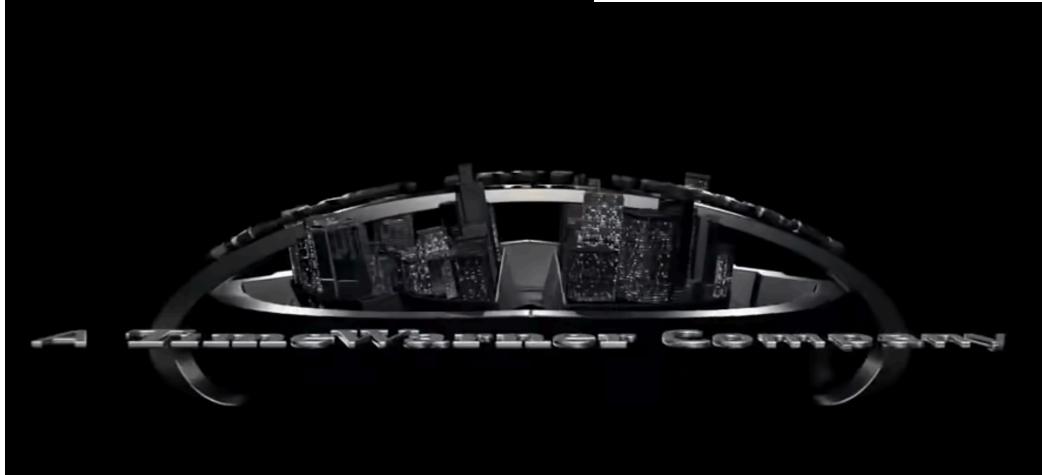


Fig 1 & 2: The rotating logo in the beginning of the film showing a collection of skyscrapers



Fig 3 & 4: Chasing scenes in the hallway while the gravity shift during the movement.



Fig 5: The gravity disagree with our common senses in this hotel scene



Fig 6 & 7: Long shots of collapsing buildings in two different worlds



Fig 8: The folding street scenen of Paris