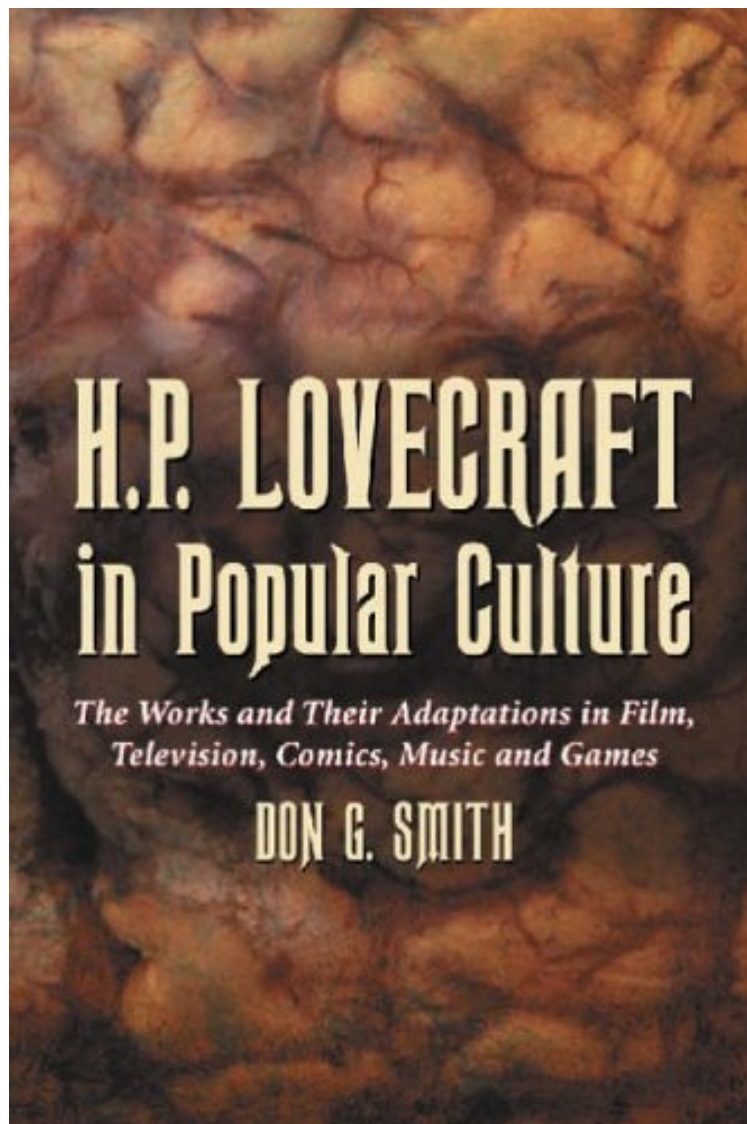


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## **H.P. Lovecraft in Popular Culture: The Works and Their Adaptations in Film, Television, Comics, Music and Games**

*Don G Smith*

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**Don G Smith : H.P. Lovecraft in Popular Culture: The Works and Their Adaptations in Film, Television, Comics, Music and Games** before purchasing it in order to gage whether or not it would be worth my time, and all praised H.P. Lovecraft in Popular Culture: The Works and Their Adaptations in Film, Television, Comics, Music and Games:

0 of 0 people found the following review helpful. Seven five star reviews? Really? By Bob Walker Don't pay a lot of attention to the five star reviews of this book. All seven of them are duplicates. I wonder why hasn't cleaned up this little problem.

0 of 0 people found the following review helpful. **WOEFULLY INADEQUATE SURVEY OF LOVECRAFT IN POPULAR CULTURE** By Leigh Blackmore This volume by an associate professor of history and philosophy of education is, one can only say it, woefully inadequate as a survey of H. P. Lovecraft in popular culture. If it were priced around the \$10-\$12 mark, then it might make a good introduction for the novice, but at its price, it is unnecessary for all but the most hardcore completist of Lovecraft studies. Divided into 9 chapters, the first two of which are devoted to short summaries of Lovecraft's main (but not all) stories, and a summary of stories by Lovecraft's imitators which goes no further than the mid-1970s anthology **TALES OF THE CTHULHU MYTHOS**, and whose Ch 9 briefly comments on some other writers where Lovecraft's legacy derives or is felt, such as Dunsany, Le Fanu, Bierce, Shirley Jackson and Stephen King, this leaves all of 6 chapters - about 120 pp - devoted to Lovecraft in popular culture. There is one chapter on Lovecraft in roleplaying, one about Lovecraft-influenced comics, and one on Lovecraft in music. Three chapters cover Lovecraft in Movies and Television. The music chapter concentrates largely on one band - the 1960s group H.P. Lovecraft. There is way more to Lovecraft in music, as a perusal of Gary Hill's admirable **THE STRANGE SOUND OF CTHULHU: MUSIC INSPIRED BY THE WRITINGS OF H.P. LOVECRAFT** (Tenth Anniversary Edition, 2016) reveals. Hill's book alone makes Smith's book replaceable. But wait - there's more. For Lovecraft in film and TV, the two indispensable texts are Andrew Migliore's **THE LURKER IN THE LOBBY**, which can be had in paperback for as little as \$12, and Charles P. Mitchell's **THE COMPLETE H.P. LOVECRAFT FILMOGRAPHY**, which is indeed pretty much complete to its date of publication (2001). The latter volume will cost \$65-plus US, but is an **EXTREMELY** detailed look at Lovecraft in film and well worth acquiring. Give the Douglas Hill volume a **BIG** miss. It's overprice for its minimal content.

0 of 1 people found the following review helpful. Great for cross-reference By David A. Plouffe The real glory of this book is the introduction of movies and authors that are Lovecraftian in nature that one may not have been familiar with. In the case of movies, these are adaptations from Lovecraft stories, such as *Re-Animator*. But the author, Don G. Smith, also allows us the other side of the coin and gives us a glimpse of authors that influenced Lovecraft himself. All-in-all this was a very good book, a quick read of 180 pages, and quite scholarly, though I do believe the author could have delved deeper in many of the chapters. The book is divided up into Nine chapters: One: is a quick synopsis of Lovecraft's stories. Two: Focuses on the Cthulhu Mythos. Three: Films based on Lovecraft's work with much focus given to the Poe/Corman-esque films. Four: More films that were influenced by Lovecraft's writings. Five: Lovecraft on television, containing a few references to *Night Gallery*. Six: Lovecraft in comic books. The weakest of the chapters as this is more of a list. Seven: A look into the music group H.P. Lovecraft. Eight: a three-page chapter on a roleplaying game. Nine: explores authors past and present that influenced and were influenced by Lovecraft, such as Joseph Sheridan Le Fanu, Lord Dunsany, Robert Bloch, and Stephen King.

Howard Phillips Lovecraft was born late in the 19th century, but it was not until after his death in 1937 that he became a worldwide icon of horror and supernatural fiction. Influenced largely by Lord Dunsany and Edgar Allan Poe, Lovecraft's stories are known for their unique assimilation of gothic themes into science fiction. Lovecraft's influence has stretched far beyond literary horror, as a number of his works have been adapted for feature films, television episodes, comic book tales and, in recent years, video games. This scholarly study highlights Lovecraft's profound impact on 20th century popular culture. Early chapters introduce his complete writings, providing an annotated bibliography of the author's horror and science fiction tales. The works are discussed in the context of the Cthulhu Mythos, an invented mythology centering on ancient and alien beings interacting with the terrestrial world. Later chapters provide a filmography of motion pictures that credit Lovecraft or are identifiably adapted from his works, as well as a discussion of the works that have been adapted for television, comic books, role-playing video games, and music. The book concludes with a close examination of the Lovecraft legacy, commenting on his specific social and metaphysical ideologies and placing the author in context among such notable literary personalities as Mary Shelley, Nathaniel Hawthorne, and Robert Louis Stevenson.

"recommended. All readers; all levels"--Choice; "handy, easy-to-use reference"--Midwest Book ; "labor of love"--Communications Booknotes Quarterly; "fact-filled...reference tool"--SFRA .recommended. All readers; all levels---Choice; -handy, easy-to-use reference---Midwest Book ; -labor of love---Communications Booknotes Quarterly; -fact-filled...reference tool---SFRA .About the Author Don G. Smith is an associate professor in history and philosophy of education at Eastern Illinois University. He has written for numerous publications, including *Filmfax*, *Scarlet Street*, *Movie Collector's World* and *Midnight Marquee*. He lives in Riverview Florida.