

Coraline

A common misconception is that professors who use popular culture and fantasy in the classroom have abandoned the classics, yet in a variety of contexts—high school, college freshman composition, senior seminars, literature, computer science, philosophy and politics—fantasy materials can expand and enrich an established curriculum. The new essays in this book combine analyses of popular television shows including *Buffy the Vampire Slayer*; such films as *The Matrix*, *The Dark Knight* and *Twilight*; *Watchmen* and other graphic novels; and video games with explanations of how best to use them in the classroom. With experience-based anecdotes and suggestions for curricula, this collection provides a valuable pedagogy of pop culture.

Neil Gaiman is the imaginative wizard behind the best-selling novels *American Gods* (soon to be an HBO series) and *The Anansi Boys*, the graphic series *The Sandman*, and popular children's books like *Coraline* and *The Graveyard Book*. *Neil Gaiman and Philosophy* looks at Gaiman's work through a philosophical lens. How does fantasy interact with reality and what can each tell us about the other? Do we each have other selves who embody different personal qualities? If the unknown influences the known, is the unknown just as real as the known? What makes people truly valuable? In *Neil Gaiman and Philosophy*, eighteen philosophers explore Gaiman's best-loved and unforgettable worlds: *The Graveyard Book*, a macabre parallel to *The Jungle Book*, in which the boy Bod is raised by the supernatural inhabitants of a graveyard. *Coraline*, in which a girl neglected by her parents finds another world with an Other Mother who pays her a lot of attention, but then turns out to be evil and won't let her go. *Neverwhere*, in which a London man discovers a magical parallel city, London Below. *The Sandman*, best-selling comic books in which the Lord of Dreams attempts to rebuild his kingdom after years of imprisonment. *Good Omens* (with Terry Pratchett) treats biblical prophecy, the Antichrist, and the End Times as a hilarious comic tale, filled with sly but good-humored twists and turns. *MirrorMask*, where a young circus girl finds that the pictures she has drawn have given her access to a fantastic world of light and shadow, populated with characters who have designs on her.

Coraline, a must-see stop-motion classic from director Henry Selick and best-selling author Neil Gaiman, tells the spooky tale of a young girl's journey to a haunted version of her life and her heroic return to reality. The first release from acclaimed animation studio LAIKA, *Coraline* was the first stop-motion animated film shot entirely in eye-popping 3D. Document your affections for *Coraline* or jot down whatever you dream up in this 192-page ruled pocket journal.

This collection of new essays seeks to define the unique qualities of female heroism in literary fantasy from Tolkien's *The Lord of the Rings* in the 1950s through the present. Building upon traditional definitions of the hero in myth and folklore as the root genres of modern fantasy, the essays provide a multi-faceted view of an important fantasy character type who begins to demonstrate a significant presence only in the latter 20th century. The essays contribute to the empowerment and development of the female hero as an archetype in her own right.

Coraline Jones and her family move from Pontiac, Michigan, to Ashland, Oregon's Pink Palace Apartments. As her parents struggle to complete their gardening catalogue, Coraline is often left alone and meets their new neighbors, including Mr. Sergey Alexander Bobinsky, a Russian circus mouse trainer, Misses April Spink and Miriam Forcible, two once-famous and retired actresses, Wyborne "Wybie" Lovat, the talkative grandson of Pink Palace's landlady, and a mysterious black cat. Wybie gives Coraline a button-eyed rag doll he discovered that eerily resembles her. The doll lures Coraline to a small door in the apartment that is bricked up and can only be unlocked by a button-shaped key. That night, a mouse guides Coraline through the door, now a portal to an Other World more colorful and cheerful than her real home. Coraline meets her Other Mother and Other Father, button-eyed doppelgangers of her parents that appear more attentive and caring. After dinner, Coraline goes to sleep in her Other Bedroom, only to awaken in her real bedroom the next morning. After meeting neighbors Mr Bobinsky and Miss Spink and Forcible, Wybie tells her about his grandmother's twin sister who disappeared in the apartment as a child. Undeterred, Coraline visits the Other World the following two nights, meeting the button-eyed Other Mr Bobinsky, the Other Misses Spink and Forcible, and the Other Wybie, who is mute. On her third visit, the black cat follows her and is able to speak in the Other World. The Other Mother invites Coraline to stay in the Other World forever, on the condition she has buttons sewn over her eyes. Horrified, Coraline attempts to flee but fails. After questioning the Other Father, Coraline has a conversation with the cat as they walk into the empty part of the world the Other Mother created. After breaking the handles of the locked door which leads to the room where the portal is, the Other Mother has blocked the portal, transforms into a menacing version of herself and imprisons Coraline behind a mirror. There, Coraline meets the ghosts of the Other Mother's previous child victims, including the sister of Wybie's grandmother. The spirits reveal that the Other Mother, whom they call the Beldam, is actually an evil witch that used rag dolls like Coraline's to spy on them, taking advantage of their unhappy lives and luring them into the Other World with happier and joyful lives. After agreeing to let the Beldam sew buttons on their eyes to let them stay, the Beldam locked them in the mirror and "consumed" their lives, leaving their souls trapped. To free their souls, Coraline promises to find the children's real eyes.

"Coraline discovered the door a little while after they moved into the house. . . ." When Coraline steps through a door to find another house strangely similar to her own (only better), things seem marvelous. But there's another mother there, and another father, and they want her to stay and be their little girl. They want to change her and never let her go. Coraline will have to fight with all her wit and courage if she is to save herself and return to her ordinary life. Celebrating ten years of Neil Gaiman's first modern classic for

young readers, this edition is enriched with a brand-new foreword from the author, a reader's guide, and more.

Looking for excitement, Coraline ventures through a mysterious door in her new home and into a world that is similar, yet disturbingly different from her own, where she must challenge a gruesome entity in order to save herself, her parents, and the souls of three others.

Coraline: A Visual Companion is a stunning, colorful guide to the making of the movie Coraline, based on the award-winning New York Times bestselling novel by Neil Gaiman Coraline Jones has just moved into a big old Victorian house with her inattentive parents, and like any eleven-year-old with an active imagination, she soon begins exploring her new home. One day, Coraline discovers a tiny door that leads to another house. Waiting for her there are her Other Mother and Other Father, who have big black buttons for eyes. At first this other world is marvelous and magical, but Coraline gradually comes to realize that her new parents want her to become their little girl and stay with them forever. Written and directed by Henry Selick, the celebrated director of The Nightmare Before Christmas and James and the Giant Peach, the film Coraline was created in stop-motion animation, drawing on the latest cutting-edge computer 3-D technology. It also showcases the remarkable vocal talents of Dakota Fanning, Teri Hatcher, John Hodgman, Ian McShane, Jennifer Saunders, and Dawn French. Featuring hundreds of rare and exclusive photographs and illustrations, production designs and concept drawings, and interviews with the cast and crew, Coraline: A Visual Companion takes readers on an in-depth tour behind the scenes of a movie that is destined to be a fantasy classic. From the genesis of the original novel through the entire creative process of turning the book into a movie to the many other incarnations of Coraline around the world, this visual companion is a lavish guide that will appeal to Gaiman fans, cinema buffs, visual art enthusiasts, and all those who fall in love with the inquisitive young heroine of Henry Selick's extraordinary film.

When Coraline explores her new home, she steps through a door and into another house just like her own . . . except that it's different. It's a marvelous adventure until Coraline discovers that there's also another mother and another father in the house. They want Coraline to stay with them and be their little girl. They want to keep her forever! Coraline must use all of her wits and every ounce of courage in order to save herself and return home.

Coraline Awesome Adults Coloring Books Awesome Exclusive ImagesHave you ever imagined there is another world? Is there anything happening below the bed or something like that? If you have ever come up with the same question, you and Coraline are in common. Coraline is a smart and curious about the world. One day, she discovers a parallel world behind a secret door. In that world, there are exactly things compared to her own one. She is really fascinated about it and tries to figure out exotic things. However, she gradually finds out some sinister secret about this world and desires to escape from it. Grab your crayons and participate with Coraline to explore this parallel world. Unleash your mind and create masterpieces of your own.Why would you love this book?Relieve your imagination: this book is all you need to blow off all your steam and rocket your imagination.High quality illustration: we make sure that every page in this book is beautifully performed and drawn.Ideal gift: The book is perfect and suitable every walks of life.This coloring book for adults and kids contains awesome illustrations representing various creatures and designs. The designs are of various difficulty levels and the images are printed on the fronts of pages only, so you don't need to worry about bleed-through if you choose to use markers

When a young girl ventures through a hidden door, she finds another life with shocking similarities to her own. Coraline has moved to a new house with her parents and she is fascinated by the fact that their 'house' is in fact only half a house! Divided into flats years before, there is a brick wall behind a door where once there was a corridor. One day it is a corridor again and the intrepid Coraline wanders down it. And so a nightmare-ish mystery begins that takes Coraline into the arms of counterfeit parents and a life that isn't quite right. Can Coraline get out? Can she find her real parents? Will life ever be the same again?

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When Coraline explores her new home, she steps through a door and into another house just like her own - except that things aren't quite as they seem. There's another mother and another father in this house and they want Coraline to stay with them and be their little girl. Coraline must use all of her wits and every ounce of courage in order to save herself and return home ... but will she escape and will life ever be the same again? Elsewhere in this collection, a sinister jack-in-the-box haunts the lives of the children who ever owned it, a stray cat does nightly battle to protect his adopted family, and a boy raised in a graveyard confronts the much more troubled world of the living. From the scary to the whimsical, the fantastical to the humorous, Coraline & Other Stories is a journey into the dark, magical world of Neil Gaiman.

Coraline, a must-see stop-motion classic from director Henry Selick and best-selling author Neil Gaiman, tells the spooky tale of a young girl's journey to a haunted version of her life and her heroic return to reality. The first release from acclaimed animation studio LAIKA, Coraline was the first stop-motion animated film shot entirely in eye-popping 3D. Document your affections for Coraline or jot down whatever you dream up in this hardbound 192-page ruled journal including original concept art, sketches, and favorite quotes from this treasured film.

Best-selling author Rob Reid makes reading aloud to children and teens easy by selecting titles in high-interest topics published between 2000 and 2008.

This is a prequel novella that takes place about two years before Ruthless People A Ruthless People Prequel Novella (about 46,000 words) You Don't Find Love, It Finds You Declan + Coraline takes place two years before the start of the Ruthless People. Twenty-three-year-old Coraline Wilson is fresh out of college and just wants to experience life to the fullest for the first time. On her journey towards self-discovery, she ends up meeting twenty-seven-year-old Declan Callahan. They fall for each other hard and fast...but their families may prove to be problematic... Check out more thrilling titles in the Ruthless People series: RUTHLESS PEOPLE #1 "One Marriage + Two Bosses = 3X the Chaos." THE UNTOUCHABLES (#2) "One Secret, Multiple Casualties." AMERICAN SAVAGES (#3) "Villains by Choice." A BLOODY KINGDOM (#4) "After the battle, sharpen your knives." DECLAN + CORALINE(prequel novella that takes place 2 years before Ruthless People) "You don't find love; it finds you." And look for the Ruthless People spinoff, Children of Vice--out 5.17.17"From the Ruthless, Vice shall Rise."

Rooted in the oral traditions of cultures worldwide, fairy tales have long played an integral part in children's upbringing. Filled with gothic and fantastical elements like monsters, dragons, evil step-parents and fairy godmothers, fairy tales remain important tools for teaching children about themselves, and the dangers and joys of the world around them. In

this collection of new essays, literary scholars examine gothic elements in more recent entries into the fairy tale genre—for instance, David Almond's *Skellig*, Neil Gaiman's *The Graveyard Book* and Lemony Snicket's *A Series of Unfortunate Events*—exploring such themes as surviving incest, and the capture and consumption of children. Although children's literature has seen an increase in reality-based stories that allow children no room for escape from their everyday lives, these essays demonstrate the continuing importance of fairy tales in helping them live well-rounded lives.

Al día siguiente de mudarse de casa, Coraline, una niña de 10 años, explora las catorce puertas de su nuevo hogar. Trece se pueden abrir pero la décimocuarta está tapiada. Cuando por fin consigue abrirla, se encuentra con un pasadizo secreto que la conduce a otra casa extraordinariamente parecida a la suya. Ahí encuentra otro mundo fascinante, otra madre y otro padre que la tientan con ricos alimentos, atenciones y juguetes para que se quede con ellos para siempre. También conoce a otros niños, pero que están atrapados en otro tiempo, como almas en pena y ella es la única que puede salvarlos. Para ello debe cumplir con algunas condiciones. Además debe encontrar a sus verdaderos padres que han sido secuestrados por esta extraña pareja para lo cual debe volver a este mundo fantasmagórico e inquietante donde luchará por su familia.

This exclusive box set contains the British editions of three bestselling Neil Gaiman classics in paperback, including the Newbery Medal and Carnegie Medal winner *The Graveyard Book*; *Coraline*; and *Fortunately, the Milk*, all illustrated by acclaimed artist Chris Riddell. The editions of *Coraline*, *The Graveyard Book*, and *Fortunately, the Milk* in this box set contain the illustrations from the British editions, which are both hilarious and moving. Acclaimed artist Chris Riddell has won the Kate Greenaway Medal twice, among other awards and honors. These paperbacks have never before been published in the United States and are available here only in this special box set.

When Coraline steps through a door in her family's new house, she finds another house, strangely similar to her own (only better). At first, things seem marvelous. The food is better than at home, and the toy box is filled with fluttering wind-up angels and dinosaur skulls that crawl and rattle their teeth. But there's another mother there and another father, and they want her to stay and be their little girl. They want to change her and never let her go. Coraline will have to fight with all her wit and all the tools she can find if she is to save herself and return to her ordinary life. This beloved tale has now become a visual feast. Acclaimed artist P. Craig Russell brings Neil Gaiman's enchanting nationally bestselling children's book *Coraline* to new life in this gorgeously illustrated graphic novel adaptation.

When a young girl ventures through a hidden door, she finds another life with shocking similarities to her own. This brilliantly spooky and chilling novel has been adapted into a feature film, with the voices of Teri Hatcher, Jennifer Saunders and Dakota Fanning and directed by Henry Selick ('*The Nightmare before Christmas*').

Coraline went exploring one day . . . Her family has just moved to a completely new town, and so Coraline already feels a bit strange. In her new house there is one door that opens onto a brick wall. At least, it does until one day the bricks are gone and Coraline finds herself stepping over the threshold into another house . . . a house that's just like hers. At first things appear marvelous in this other house. The food is better. The toy box is filled with windup angels that flutter about, books whose pictures crawl and shimmer, and little dinosaur skulls that chatter their teeth. But there's another mother and another father—and they want Coraline to be their little girl and stay with them forever. They want to change her and never let her go. Other children are also trapped, as lost souls behind a mirror, and Coraline is their only hope. She will have to find a way to meet the other mother's challenge in order to save the lost children, her ordinary life, and herself.

Coraline vient d'emménager dans une étrange maison et, comme ses parents n'ont pas le temps de s'occuper d'elle, elle décide d'explorer ce nouveau lieu. Ouvrant une porte condamnée, elle pénètre dans un appartement pratiquement identique au sien, où vivent ses « autres parents », copie conforme de ses vrais parents, mais qui ont des boutons cousus à la place des yeux. Aimables, séducteurs, ils veulent convaincre Coraline de rester pour toujours avec eux. La petite fille réussit à s'enfuir et à rentrer chez elle, mais découvre que ses vrais parents ont disparu. Elle retourne alors les sauver des griffes de ses « autres parents », aidée par un chat noir...

This volume explores film and television for children and youth. While children's film and television vary in form and content from country to country, their youth audience, ranging from infants to "screenagers", is the defining feature of the genre and is written into the DNA of the medium itself. This collection offers a contemporary analysis of film and television designed for this important audience, with particular attention to new directions evident in the late twentieth and early twenty-first centuries. With examples drawn from Iran, China, Korea, India, Israel, Eastern Europe, the Philippines, and France, as well as from the United States and the United Kingdom, contributors address a variety of issues ranging from content to production, distribution, marketing, and the use of film, both as object and medium, in education. Through a diverse consideration of media for young infants up to young adults, this volume reveals the newest trends in children's film and television and its role as both a source of entertainment and pedagogy.

Home, we are taught from childhood, is safe. Home is a refuge that keeps the monsters out--until it isn't. This collection of new essays focuses on genre horror movies in which the home is central to the narrative, whether as refuge, prison, menace or supernatural battleground. The contributors explore the shifting role of the home as both a source and a mitigator of the terrors of this world, and the next. Well known films are covered--including *Psycho*, *Get Out*, *Insidious: The Last Key* and *Winchester House*--along with films produced outside the U.S. by directors such as Alejandro Amenabar (*The Others*), Hideo Nakata (*Ringu*) and Guillermo Del Toro (*The Orphanage*), and often overlooked classics like Alfred Hitchcock's *The Lodger*.

From acclaimed animation studio LAIKA comes this colorful collection of pocket notebooks celebrating *Coraline*. Filmed entirely in eye-popping 3D, the must-see stop-motion animated classic tells the tale of a young girl lured into an eerie, alternate version of her real life. Featuring colorful graphics from the movie, this set of three 64-page pocket notebooks comes with one ruled, one blank, and one grid-lined notebook for all your note-taking needs.

Now available in a rack-sized edition for older readers--Gaiman's New York Times bestselling novel that takes readers over the threshold of imagination. A Publishers Weekly Best Book and winner of the Hugo Award for Best Novella.

A dark and creepy film about family relationships directed by Henry Selick of *Nightmare Before Christmas* and *James and the Giant Peach* fame, *Coraline* is based on the haunting book *Coraline* by Neil Gaiman. The first stop-motion feature shot in stereoscopic 3-D, *Coraline* features big-headed, stick-bodied animated characters with huge eyes and demonic grins set against menacing backgrounds and an undercurrent of spooky music. Coraline is a teenager who has just moved to an old house in the middle of nowhere with her writer parents and she is bored, bored, bored. Her only companions are an

annoyingly talkative boy Wybie (short for Why Born), some eccentric neighbors from the theater and circus, and a strange, button-eyed doll with a marked resemblance to Coraline which Wybie found in an old trunk of his grandmother's. When Coraline finds an old door hidden behind an armoire and papered over with wallpaper, she convinces her mother to unlock it, only to find a wall of bricks. When Coraline revisits the door later that night, the bricks magically disappear and she discovers a strange pathway to another world where everything is just what she wishes for. In stark contrast to the real world where Coraline's parents just don't have time for her, her "Other Mother" and "Other Father" in this alternate world are the perfect loving, attentive parents who anticipate her every need and desire. Initially comforted and quite happy in this new world, suspicion that things may not be quite as they seem grows inside Coraline and her disquiet is furthered by the mute "Other Wybie" and a strange-talking cat that seems to move between both worlds. Eventually, Coraline discovers some dark secrets about her "other parents" and the seemingly perfect "other world," but it may be too late for her to escape back to the real world. Teri Hatcher is especially effective in her dual (voice) role as Mom and "Other Mom" and Dakota Fanning also gives a great performance as Coraline. Coraline is a disturbing, intriguing film that both captivates and frightens. (Ages 11 and older).

Tenth anniversary edition of Neil Gaiman's modern classic, brilliantly illustrated by Chris Riddell, with a new foreword by the author

Looking for excitement, Coraline ventures through a mysterious door into a world that is similar, yet disturbingly different from her own, where she must challenge a gruesome entity in order to save herself, her parents, and the souls of three others.

Introduction: Coraline: a twitchy, witchy girl in stop-motion land / Mihaela Mihailova (University of Michigan, USA) -- Part 1. Historical contexts and perspectives. Chapter 1. Drawing Coraline : illustration, adaptation, and visuality / Malcolm Cook (University of Southampton, UK) ; Chapter 2. Mixing it up: Coraline and LAIKA's Hybrid World / Miriam Harris (Auckland University of Technology, New Zealand) ; Chapter 3. Armatures in the closet: Coraline and the history of stop motion / Mihaela Mihailova (University of Michigan, USA) ; Chapter 4. The surprising migrations of 2 1/2 D: the background to Coraline / Norman M. Klein (California Institute of the Arts, USA) -- Part 2. Stop-motion technology, process, and spectatorship. Chapter 5. Replacing Coraline / Dan Torre (RMIT University, Australia) ; Chapter 6. Coraline's 'Other world': the animated camera in stop-motion feature film / Jane Shadbolt (The University of Newcastle, Australia) ; Chapter 7. A world within reach: a neuroanimatic perspective on themes of threat in the miniature world of Coraline / Ann Owen (Falmouth University, UK) ; Chapter 8. Darkness and delight: the reception of Coraline in the USA and UK / Rayna Denison (University of East Anglia, UK) -- Part 3. Puppet politics: ideology, identity, representation. Chapter 9. Becoming-puppet: failed interpellation and the uncanny subjection in Coraline / Eric Herhuth (Tulane University, USA) ; Chapter 10. Fa(r)ther figures: locating the author father in Coraline / Nicholas Andrew Miller (Loyola University Maryland, USA) ; Chapter 11. The wandering child and the family in crisis in Henry Selick's Coraline / Jane Batkin (University of Lincoln, UK) ; Chapter 12. The other maiden, Mother, Crone(s): witchcraft, queer identity, and political resistance in LAIKA's Coraline / Mx. Kodi Maier (University of Hull, UK) -- Index.

This edition of New York Times bestselling and Newbery Medal-winning author Neil Gaiman's modern classic, Coraline—also an Academy Award-nominated film—is enriched with a foreword from the author, a reader's guide, and much more. When Coraline steps through a door to find another house strangely similar to her own (only better), things seem marvelous. But there's another mother there, and another father, and they want her to stay and be their little girl. They want to change her and never let her go. Coraline will have to fight with all her wit and courage if she is to save herself and return to her ordinary life. This enhanced edition contains the full text of the novel, plus the following bonus content: Original Coraline manuscript pages Coraline's Many Houses: A Retrospective Video: The official Coraline Movie Trailer An excerpt from the Coraline Graphic Novel , adapted and illustrated by P. Craig Russell Audio: Coraline Graphic Novel Podcast Audio: Music from the Coraline audiobook, performed by the Gothic Archies Excerpts from other books by Neil Gaiman with illustrations by Dave McKean: The Graveyard Book, The Wolves in the Walls, The Day I Swapped My Dad for Two Goldfish, and Crazy Hair Coraline Foreign Edition Cover Gallery

This book explores representations of child autonomy and self-governance in children's literature. The idea of child rule and child realms is central to children's literature, and childhood is frequently represented as a state of being, with children seen as aliens in need of passports to Adulthood (and vice versa). In a sense all children's literature depends on the idea that children are different, separate, and in command of their own imaginative spaces and places. Although the idea of child rule is a persistent theme in discussions of children's literature (or about children and childhood) the metaphor itself has never been properly unpacked with critical reference to examples from those many texts that are contingent on the authority and/or power of children. Child governance and autonomy can be seen as natural or perverse; it can be displayed as a threat or as a promise. Accordingly, the "child rule"-motif can be seen in Robinsonades and horror films, in philosophical treatises and in series fiction. The representations of self-ruling children are manifold and ambivalent, and range from the idyllic to the nightmarish.

Contributors to this volume visit a range of texts in which children are, in various ways, empowered, discussing whether childhood itself may be thought of as a nationality, and what that may imply. This collection shows how representations of child governance have been used for different ideological, aesthetic, and pedagogical reasons, and will appeal to scholars of children's literature, childhood studies, and cultural studies.

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