CARPE DIEM CHRONICLES

School Magazine   **December 2022**

Books vs. Movies- The Never Ending Dispute

The Lamar Effect

PRODUCTION AHOY!!

TABLE OF CONTENTS

TABLE OF CONTENTS

PRODUCTION AHOY!

Avantika Somani and Reva Thakar
Grade 9

Spirits are high all over Inventure Academy as chatter spreads throughout the corridors that the annual production practice has finally begun. Walking by the Hub, the constant patter of feet and majestic tunes float in the air, the atmosphere is lively and filled with anticipation for the big day.

Join us for a behind - the- scenes look at this mammoth effort where acting, dancing and music come together to make magic.

Promotion through Media

A constant array of Instagram reels and posts are developed on a daily basis by the social media team, highlighting the magic and passion with which the production is being made. This serves as a promotion for the well renowned event throughout the community. The reels made by the social media department display the start to finish efforts put into the production.

Unveiling the Acting

The actors are the most vital part of the production, without whom there would be no play to showcase. This year, the acting rehearsals are incorporating techniques of partial acting to help actors get familiar with the lines and roles, thereby increasing the quality of the acting. Arnav Aggarwal of Grade 10, an extremely talented actor stated that the teachers are the directors and run the show, but they provide the students with creative freedom and room for fun. He added that being a part of the production is like being part of a family, helping get people closer together and making friends along the way.

Diya Madhiraju of Grade 9, explained that being a part of the production gives her a sense of responsibility as she and her fellow actors are the backbone of this production. She expressed that even though the rehearsals are extremely tiring, it makes for a better crew and a spectacular play.

The music team composes their own songs and alters original tacks, creating melodic and rhythmic tune.s The vocals in the background, the slight sound of bass drum and the symphony of the piano all come together to make a powerful impact.

What a Camera can Capture

Photography has been a big part of the production effort. A team of 25 students work together to capture both critical and seemingly inconsequential moments on camera. These talented photographers bring out the essence of the students" hard work and portray the efforts put into the production by all participants. Tanvi Iyer of Grade 11 heads a batch of photography enthusiasts who work together and are assigned to different production groups.

The Wide World of Video Editing

While video editing may sound boring and tedious, it is the glue that binds, thereby tying the whole production together. On the large screen, behind the stage, the videos made by the students are presented. The colorful and exciting background helps grab the attention of the audience and keeps them engaged with the performances. The students who contribute to the editing process need to be very thorough and experienced in the field of editing to achieve perfection.

As you read this article, all these seemingly piecemeal elements are coming together in a fabulous fashion. The Annual Production promises to be a sizzling, spectacular and stunning extravaganza, indeed!

Unleashing the Arts

The dance, music and art projects are few of the most creative segments of the production. The dance teams work tirelessly all day to create a synchronized routine that embodies the main focus of the production, to impress and entertain the audience.

Resurrection of Bangalore's Theatres Post-Pandemic

Lasya Mohan Varma, Grade 9

The performing arts, especially stage plays, have contributed largely in making Bangalore the cultural hotspot it is today. However, after the COVID-19 pandemic, can this city's theatre scene be revived?

Bangalore has an array of culture, colours and people, thus making it a breeding ground for stories and tales, eventually giving birth to the various storylines and plays that are passionately performed at these theatres. As a consequence of the pandemic and lockdown, these spaces had started to shut down for months on end, not knowing when their doors would open again.

"We first closed in March 2020, imagining we would open in a week's time", says Rebecca Spurgeon, artistic director of Jagriti Theater. The abrupt lockdown had come as a quake to all performance spaces. "Because we were getting information in real time, we also had to make decisions in real time," Spurgeon adds. Due to the skyrocketing cases, the management of Jagriti was forced to completely shut down the theatre. Without adequate information about the trajectory of infections, they took hasty decisions to either cancel or postpone productions for upto 6 months later.

However, the adverse effects of the pandemic did not end here. Finances were and continue to be a major problem for theaters. A sufficient portion of theatres' incomes relies on the rentals of the space, which came to a standstill during this period. Despite this complication, Jagriti Theatre retained its full staff throughout the lockdown, which meant they had to cover salaries, taxes, etcetera, using solely the savings they had organised previously. Yet, Spurgeon makes the valid point that, being fully closed, they could curb additional costs such as electricity: "To look at the silver lining of a dark, dark cloud, one of the positive aspects is that we could minimise our daily expenditure."

Fortunately, after a lengthy period of struggles, several theatres have decided that the show must go on! These spaces have taken a collective response to the myriad of restrictions imposed by the government In India. Unfortunately, performers are vulnerable to public consumption of their work and grants/funds that allow them to create new pieces in the first place. The lack of sponsors and the closure of theatres during the lockdown drastically reduced the creation of new productions and forced several artists to give up on the performing arts. In response to this, Rebecca Spurgeon believes that encouraging and supporting the next generation of creative work is of utmost importance, especially by motivating more people to join the industry.

The pandemic has indeed had several adverse effects on Bangalore's performance spaces and artists alike. Yet, the consistent efforts to capture an audience for offline shows displays that the city's theatres are not ready to give up. Although the recovery may be gradual, we can hope that Bangalore will regain its cultural status!

Citations
NewIndianXpress. (2020, June 21). Bengaluru's theatres are setting the stage amid covid-19 pandemic. The New Indian Express.
R, J. (2021, May 1). Pandemic shrinking Bengaluru's cultural space. Deccan Herald.
Reporter, S. (2021, August 5). After five months, the show is set to resume at Ranga Shankara.
t

Books Vs. Movies
The Never-ending Dispute

Srivatsan Sudhir, Grade 10

Are books better or movies? What do you think? This is an interesting debates that has persisted since films started being viewed as more than entertainment. Both books and movies are unique and enriching forms of expression and entertainment, and while it might be slightly unfair to compare such different mediums, it would be interesting to look at the pros and cons of each and try to draw a conclusion.

When it comes to the leverage books have over movies, most of us can recollect the tired arguments of our teachers or parents-- books allow you to imagine the events of the story however you want, books expand your vocabulary and education, and they last longer as an experience. Acclaimed author Scott Turow prefers books "because the book goes on longer-a movie is basically an abridgement of a book", which is also true. Additionally, novels are better at expressing inner thoughts and emotions
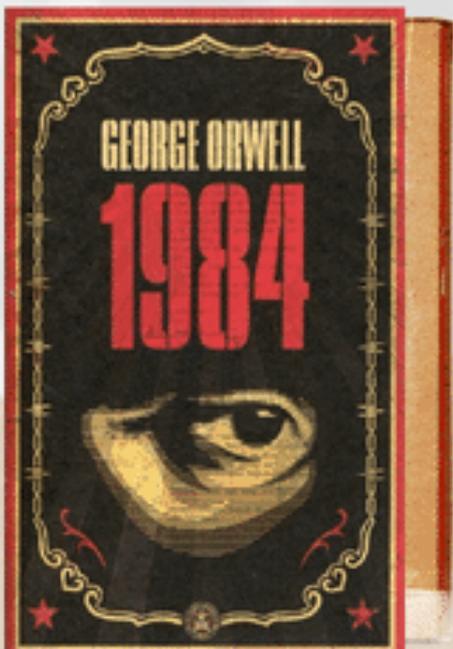
In a book, one can explore characters in a way that is usually only done cinematically through voiceover narration, which can be distracting and out of place. An example of this is the adaptation of George Orwell's '1984', which most agree was utterly inferior to its literary counterpart. This was mainly because it failed to effectively express the emotional and psychological effect of INGSOC's rule on the characters, as it was restricted by its medium. Also, in certain aspects, novels can immerse you in a world better than a film can, through use of descriptive and sensory language, appealing to senses that aren't involved in the experience of watching a movie, like smell and taste. Another underrated advantage is the inherent structure of a novel, which usually involves the story being split up into several chapters. This gives readers easy spots to take a break and resume later without breaking the flow of the story.

With that being said, the motion picture certainly has some unique advantages in storytelling. Whereas authors are limited only to using words and occasionally pictures to portray their vision, filmmakers have access to more components and methods such as editing, cinematography and set design that are exclusive to the visual medium. These can create a unique experience that is more than the sum of its parts. Films can also provoke stronger emotions through a powerful performance or score. Without the omnipotent narration that novels have access to, films have to convey information and worldbuild in more creative and nuanced ways. Also, it is true that for the majority of people, movies are simply more entertaining to watch than books are to read.

After long hours of monotonous work, the natural choice for most people would be to relax and escape into an engaging visual spectacle that doesn't need their full concentration as opposed to reading walls of repetitive, dull-looking text. This is reflected in the fact that the best-selling book of 2021, 'Mothering Heights', sold 1.2 million copies, which pales in comparison to the 38 million tickets that 'Spider-Man: No Way Home' reportedly sold in that same year. Movies are a more accessible medium than literature as well, as higher reading levels or more complex vocabulary, writing styles and dialects can prevent some from understanding or enjoying certain books. The language of cinema, however, is universally accessible.

Overall, while this might seem like a tired conclusion, there really is no definitive answer to whether stories can be told most effectively through movies or books. They are vastly different art forms, and both tell enriching narratives in unique ways. While both have their drawbacks, the stories they tell can entertain, inspire and amaze us. Instead of comparing them and claiming that one is better than the other, it might be best to embrace and enjoy them for what they are.

Designed by Mallika Venkatesh, Grade 12

Citations

Sheehan, Dan. "These are the bestselling books of 2021. ‹ Literary Hub." Literary Hub, 10 January 2022, Accessed 22 November 2022.

D'Alessandro, Anthony. "'Spider-Man: No Way Home' Will Be First $1 Billion Movie At Pandemic Box Office – Deadline." Deadline, 26 December 2021, Accessed 22 November 2022.

Decoding the popularity of
SUPERNATURAL HORROR

Anirvin Srirajavatchavai, Grade 10

It's midnight. An unusual eerie noise comes from the wardrobe. A child goes to investigate. Everything is slowing down. There is nothing inside the wardrobe. It is absolutely silent. The child closes the wardrobe. Suddenly, the ghost, sitting on top, lets out an ear-deafening shriek, followed by a tense background score.

This scene is from *The Conjuring*, one of the most popular *supernatural horror** films. The mysterious nature of this scene is why some detest the genre. But not everyone hates it. This movie alone collected more than 30 crores, more which is more than what *The Incredible Hulk* generated at the box office. Also, a poll by CBS news shows that one in two people like horror. So, what makes the stories about these ultra-pale-white-eyed-scarred creatures likeable?

It might surprise you, but people love horror because of the thrill it gives them. According to a study from Harvard, horror can stimulate people both negatively and positively. When people are stimulated negatively they become terrified and have nightmares. But when stimulated positively, the suspense is what thrills them. The twists and turns are what they love the most and its unpredictability keeps them engaged, unlike the other banal stories.

It is common in horror films to have a long period of silence followed by a sudden shriek. This technique is called the 'jump scare'. Fright releases adrenaline, making the scene thrilling and exciting.

People also like horror because of the violence and destruction in it. Supposedly, it brings joy to them. According to research by *Frontiers in Psychology*, certain people have psychological characteristics that lead them to seek violence for gratification.

Some others find horror amusing. Kanishka Moghe, a student from 10 IGCSE at Inventure Academy, loves horror and feels that the terrible visual effects and the over-dramatic acting make it funny. He imagines the "behind the scenes" of creepy scenes and thinks how odd and awkward they would've been to shoot. He also believes that sometimes the ghosts have too much makeup, making them look like circus clowns.

Personally, I think that supernatural horror is terrifying. People have different reasons to enjoy or hate horror. Their personality and lifestyle is interlinked with how horror stimulates them. The horror fans would enjoy seeing the ghost on a big screen, but would it be like that when the ghost is on top of their wardrobe?

*Supernatural horror is a genre which comprises of fictional stories consisting of supernatural elements, like ghosts.

Citations

Yang, Haiyang, and Kuangjie Zhang. "The Psychology behind Why We Love (or Hate) Horror." Harvard Business Review, 26 Oct. 2021,

Martin, G. Neil. "(Why) Do You Like Scary Movies? A Review of the Empirical Research on Psychological Responses to Horror Films." Frontiers in Psychology, vol. 10, 18 Oct. 2019

Designed by Sharanya Sridharan, Grade 9

Sonnet To Sati

Rupkatha Basu, Grade 9

"You are the pride of me and our people,"
My mother had said, eyes clouded with tears;
While I stared, through the golden mesh of my veil.
My mind blanked as her roughened palm gripped mine.
And now again a cold rough hand choked mine–
Dragging me through the mourning corridors,
As I gazed through snowy nets of muslin.
My mind awhirl, an opium dream.
My feet grazed and bled against sharp unhewn wood,
As they had on the gravelly sandstone;
Climbing once more, up, above all I loved,
And my watery eyes beheld him again–
For the second time from behind the flame.
The cascading vermilion which had flown
From my stainless forehead, now glared and shone.
The flames seared on and on between us:
My mind could no longer sense if the fire
Was the hallowed smoke of yagna or pyre.

The Lamar effect

Tanish Hinduja, Grade 10

Hip Hop- striking lyricism with intricate flow patterns, forming impactful yet unnoticed literature. Hip Hop has slowly emerged as a means of expression, through which an artist's experiences are used allegorically to paint the trials and tribulations of people of the same identity.
This robust framework sparkles through Lamar's work, whose struggles with identity, experiences of racial disparity, and transition from cupidity to gratefulness are raw materials for a lyrical masterpiece.

Kendrick Lamar, best known for his song 'HUMBLE', relays a potent message through his music. His album titled, 'To Pimp a Butterfly' deals with issue of institutional racism through the exploitation and neglect suffered by the black community. He blames the social system in the 1980s for hierarchising the white over the black. The inability of the law at the time to mitigate the effects of gang brutality, unjust incarceration, and substance abuse served as a catalyst to the racial discrimination that the world suffers today. In the track 'For Free', America is presented as a materialistic woman who indulges in an exploitative relationship, tearing her partner's wealth and freedom apart. This situation epitomized America in the 1800s when black slavery was at its peak, and oppression shattered the lives of 600,000 enslaved Africans, leaving them with nothing but "leftovers" and "raw meat." In dealing with these issues, Lamar sees himself as Moses, spreading the pain felt by people of his race, which is imperative to building a more unified and valorized society.

The Lamar effect

Lamar's life in Compton shapes the beauty and transparency of his message in 'GOOD KID, M.A.A.D City' The 'ghetto', he talks about earlier is now the perilous streets of Compton, where the only way of breaking the poverty cycle lies in gang violence. Thus, from being the "good kid," he is left with no choice but to be a perpetrator: a reflection and embodiment of his surroundings. His actions now reflect that of a quintessential "black gang member." However, an underlying societal failure is presented: a lack of opportunities for young black men. It is ironical that society creates a paradigm of "black, young violent men" while dismissing their circumstances and limited opportunities.

Today, the song is an anthem for protestors fighting against police brutality. They live in the hope of an undivided future: one where white supremacy does not exist and every citizen has an equal shot at living the American Dream.

This is Kendricks' Utopia.
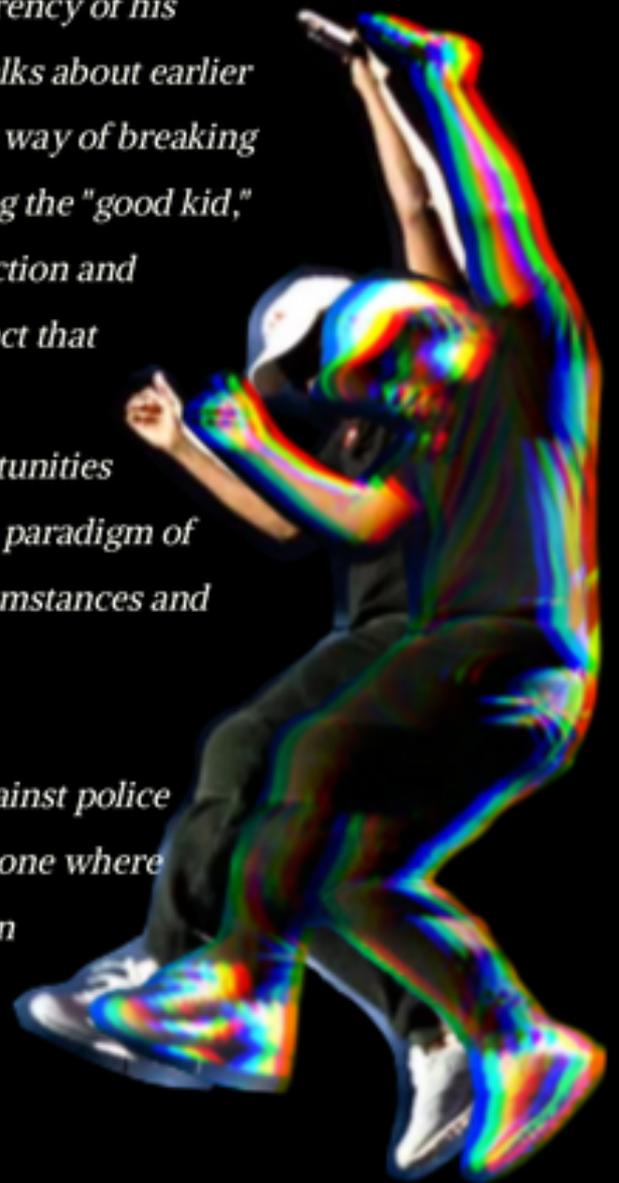
Designed by Shivani Dogiparthi, Grade 11

Citations:
Hefferman , J. (2016). 'we gon' be alright': Kendrick Lamar's criticism of racism and the ... UBC open library.
Walker, A. (2015, March 26). Kendrick Lamar reveals the meaning behind "to Pimp a butterfly" album title. HotNewHipHop.
Chinapen, M. (2021, May 30). To Pimp a butterfly by Kendrick Lamar: A retrospective look (originally published in 2018). Medium.

Making memories in high school

Sia Thilakar, Grade 10

When I got back from my 10th Grade Outbound Trip (after two long, long years!), I spent hours ranting and raving about what an exciting experience my friends and I had. It was then that my dad told me - "This is one outbound you will remember for the rest of your life. You might not remember everything from the years before, but the memories you made this time will definitely remain fresh in your mind for a long time to come." And even though it hasn't been that long since I got back, I know he's right. Experiences like these, especially in high school, are so crucial when it comes to forming positive memories.

As a high school student, this is a dilemma I often struggle with. It's tricky to strike a perfect balance between studying and making memories. With board exams getting closer every second, comparing these choices becomes even more difficult. The meticulous student in me says "Study now, get good grades, and you'll have the rest of your life to make memories". On the other hand, we only live once, right? And these years will probably be the most freedom-filled of our lives, so why not take advantage of that and have fun? Sometimes, I need to finish preparing for a test, but I have a close friend's birthday party that weekend, and I know we'll have so much fun. Other times, I really want to stay up past midnight on a call with my friends, but I have to get up early and do a practice paper tomorrow. Often, I go as far as to construct extensive pros-and-cons lists for each choice, so that I can determine which decision makes my life "perfectly balanced".

It's a well-established fact that making positive memories in high school will prove to be helpful long after we've graduated. These memories will give us stories to narrate, they'll sustain the bonds and connections that we've formed over the years, and they'll give us optimistic and hopeful times to remember, especially in moments of darkness. But we also know that working hard, and focusing on grades, assignments, and exams, will be advantageous in the near and far future when we're chasing our hopes and dreams. As if navigating life as a teenager and high-schooler isn't tricky enough already, this predicament about making memories begs the question - Do I go out and live in the moment with my friends or stay in and study to secure a good future?

I haven't found an answer to this question yet. But lately, I've been thinking about this dilemma a lot, and a question I always ask myself is: "Would I prefer to remember the countless hours I spent revising notes and practicing exam answers? Or would I rather remember the rush of adrenaline I felt, as I rafted along the Ganga's rapids for the first time, surrounded by my classmates and friends?"

Designed by Sharanya Sridharan, Grade 9

TECHNOLOGY, BROADCASTING & CRICKET

Akshat Jindal, Grade 11

Cricket, created by the British in the late 16th century is now the second most popular sport in the world and is played by a plethora of nations such as India, South Africa, West Indies, Australia, New Zealand, and many more.

The modern game has changed greatly, not only in how it is played but how it is consumed and broadcasted. The commencement of 'T20 cricket' in 2003 unequivocally changed the way cricket was perceived, from being a dull game to a thrilling one. However there is a bigger factor at play that has dramatically influenced the game of cricket, and this factor is none other than social media. Social media has created a platform where users can give their insights and views on the game and engage in discussion.

Where once commentary was the sole proprietor of the analysis, fans now prefer to give their own analysis of the game. For instance, during the India- Pakistan match at the 2015 world cup, there were 16.94 lakh tweets during the game and an astonishing figure of 2.5 crore interactions about the match on Facebook.

In addition, social media has also allowed a huge number of cricket teams to influence their fans and enhance their own reputation. They do this as a means to connect with their fans. For instance, the national cricket team of India constantly posts game highlights, previews, and news about its players on its Instagram page.

TECHNOLOGY, BROADCASTING & CRICKET

Moreover, news media has also played a significant role in changing the game of cricket. The game has taken a huge step in its broadcasting abilities to entertain and amuse its enormous fan following. Earlier in the 17th-century, avid fans could only rely on a single source for their entertainment and that was the newspaper. When the first TV broadcasting rolled around in 1938 in England, it was not even a quarter of the level of broadcasting that is available today. For instance, only 20 meters of the whole ground was covered. Additionally, the broadcasting was in black and white with no replays, no multiple camera angles, and no highlights. Flash forward through the years and fans would discover a huge upgrade in the quality of TV broadcasting, due to prominent features ranging from 360-degree replays which were used in the 2019 World Cup, to ultra motion cameras. Additionally, 'hawkeye ball tracking' which was introduced in the 2000s, and the 'Buggy Cams' roving camera for a ground-level view have also contributed to making the game of cricket a highly congenial one. Technology has had a profound impact not only on how viewers experience the game but the game itself. Decision Review System (DRS) has enabled players to challenge umpires' decisions on LBW and run outs. The outcome of many matches has been impacted by DRS, which is entirely dependent on broadcasting technology.

TECHNOLOGY, BROADCASTING & CRICKET

For instance, in the 2011 World Cup semi final between India and Pakistan, star batter Sachin Tendulkar was given LBW at the score of 23. He used DRS to review the decision, and the hawkeye ball tracking showed that the ball was missing the leg stump. Tendulkar played a match winning innings and scored 85. India won the match, and went on to win the finals too.

The evolution of TV broadcasting has not only advantaged its consumers but also provided a golden opportunity for retired cricketers. This has come in the form of commentators, analyzers, and story presenters across varied television mediums, all of which would not have been possible without the significant strides made in television broadcasting.

Designed by Shivani Dogiparthi, Grade 11

Citations
- Sportskeeda. (2016, July 29). *Top 5 DRS Decisions that Changed the Game.*
- Choudhury, A. (2016, April 8). *How social media has changed the way cricket fans consume the game.*
- Sooryanarayanan Balasubramanian. (2021, August 20). *How TV broadcasting influenced cricket?* Spektosphere: Tech+ Sports.

MOVIE SCIENCE - IMPLAUSIBLE YET INSPIRING

Yash Parekh, Grade 9

The film world is one of the largest and most prolific industries across all continents, worth over 19,000 crores in India alone,

The industry is extremely versatile, from comedies to thrillers, dramas to horrors, and history to fantasy. One of the greatest and most profitable genres in films is science fiction, with many of the most celebrated and prominent film titles, Isuch as Interstellar and Jurassic Park.

These movies aren't all about the same topics. 'Jurassic Park' has a biological aspect, with dinosaurs being brought out of existence by combining their DNA with those of modern animals. It is also inspired by a mathematical theory called Chaos theory, which states that nature cannot be contained or controlled. 'Back To The Future' is a movie centred around time travel, and incorporates concepts of Physics. In the movie, an energy output increaser is used to power the time machine, and it helps by increasing energy output.

But by far, the most well-known "sci-fi" movies are dramatic space odysseys, like 'Interstellar' and 'Gravity', which are focused on survival in space, and children's movies like 'ET', a movie about an alien, and 'Wall-E', which is the story of a robot cleaning up Earth's wasteland.

The aforementioned movies have one major thing in common. According to researchgate.net, these "sci-fi" films were able to stimulate interest in science among students who did not major in this domain. According to a paper by Charles D. Winrich, a physics professor at Babson College, "there were clear rises in interest levels in science after major science-fiction movies were released."

The paper stated that the difference between these movies and our science books is that these movies reach a wider audience and have a long lasting impact on the viewer's mind. They use science as a device to accomplish the goal of creating a more interesting or powerful plot. They don't just talk about facts, but stir deeper feelings in us.

'Jurassic Park' and 'Interstellar' were about survival, 'ET' was a movie about the heartwarming bond between young children and an alien, not just an ordinary movie about aliens in general. This larger, more inspiring and emotional dramatization allowed the viewers to see what science can really do.

We can't deny that these movies feel almost implausible or untethered to reality. This may be because the majesty of space, or life before our time has been illustrated on the big screen. Yet, that feeling of possibility, just in the grasp of science, drives the scientists of the present and of tomorrow to create, or shape, a more exciting future.

Citations
Escandon, R. (2020, March 13). The film industry made a record-breaking $100 billion last year. Forbes.
The impact of science fiction films on student interest in Science. (n.d.).

Internet - The Future of Entertainment

Rakshan Pandian, Grade 11

With the advent of the internet, and a progressive Gen-Z generation, a new form of storytelling came into being. For example, online analogue horror series on YouTube such as the "Monument Mythos" or "The Mandela catalog" have helped spread this subgenre to millions, inspiring them to make their own series.

Other than YouTube, there is huge growth in fanfiction sites that allow for the easy proliferation of fan fiction works like "MSPFA" - Microsoft Paint Fan Adventures - or "AO3" - "Archives of our own". They help to easily host these stories without much hassle. "MSPFA" by itself has 22074 fan works on its own while "AO3" has over 10 million!

The Internet is also the breeding ground for online animation. Animation shorts, for example, pilots, short films or hobbyist works, couldn't be easily distributed before. But doing this has become relatively simple now. For example, "Gobelins" is a French school, which posts their students' thesis films online each year.

There are also webcomics like "Homestuck", that depend on the world wide web. They can be easily hosted on sites like Webtoon or on personal sites for better customization. This variety and easy distribution has allowed them to spread like wildfire.

Finally, video games have been impacted the most by the internet. Starting with pioneers like "Cave story" in 2004, more and more indie games are launched each year. Sites like "Steam" are prominent in the indie game space with games like "Celeste" and "Undertale". Undertale alone peaked with over 10,000 people concurrently playing the game one steam. Then there is the more relatively obscure "itch.io," having an abundance of 200,000 games, mainly horror titles that are all unique and experimental.

These games have even spawned their own genres and styles. This is especially true for horror rpg maker games like "Ib" and "Yume Nikki" which have been made in the titular engine. From "Ao Oni" to "Omori", they are still pumped out to this day.

The internet gives the tools to everyone to gain a following from their own series with a majority of platforms having user and creator friendly UI<User interface>. Anyone can be a creator and make their own story!

With this the internet becomes even more of a colossal titan for our stories. Whether this leads to it turning into an insurmountable titan or a friendly giant is yet to be seen.

Citations:
Undertale (app 391540) · steam charts · steamdb. Undertale. (n.d.).
Hayes, S. (2019, November 7). There are 200,000 games on itch.io.
here's how to find your new favorite. itch.io.
Archive Of Our Own. (n.d.).
Nutt, C. (2015, February 13). The undying allure of the
Metroidvania. Game Developer.
Ms Paint Fan Adventures stats. Ms Paint Fan Adventures. (n.d.).

Designed by Sharanya Sridharan, Grade 9

THE EVOLUTION OF CAMERAS

Niveditha Rajendra, Grade 9

It wasn't too long ago that owning a camera or having access to cameras was considered a luxury. These days, anybody with a smartphone can click as many pictures as they want with ease. Cameras are now a necessary aspect of modern society as they help preserve memories. They are present in our everyday lives and are used to shoot photos, record videos and even make digital photographic art. The evolution of cameras has been an interesting process.

The first ever camera invented was the 'Camera Obscura' in 400 BC. It is unclear who invented this camera but the oldest known written recording of the idea can be attributed to a philosopher named Han Mozi. At the core of the concept was the idea that light from an illuminated source that passed through a pinhole into a dark room created an inverted image of the initial object. Many scientists experimented with the concept of light passing through a pinhole, but only in the 11th century was a viewing screen used to see the inverted image. The Arab scholar, Ibn al-Haytham, however, is the one credited with the invention of the 'Camera Obscura'. He conducted numerous experiments with candles and explained how the image is formed by rays of light which travel in straight lines. After four centuries, Leonardo da Vinci suggested that the human eye is very similar to the 'Camera Obscura' and continued on to publish his idea in 1502 AD.

The 'Camera Obscura' was further developed when a scholar named Giambattista Della Porta added a curved lens near where the light entered the pinhole. The German astronomer, Johannes Kepler started using the device for astronomical applications and even invented a portable version of the camera obscura a few years later. Ever since then, cameras have been improving dramatically. In 1685, author Johann Zahn proposed a design for what is known as a 'Handheld Reflex Camera'. But the first prototype wasn't invented till 1816. The next development involved using paper lined with silver chloride which later evolved to coating a copper plate with silver, sensitizing it in iodine, then developing it over hot mercury. But by far the most significant event in the history of photography was the invention of the 'Kodak' camera in 1888. George Eastman began selling his invention of 'Kodak' cameras, which were very affordable and small enough for the average consumer to consider.

All in all, cameras have evolved in many ways from being big and unmovable to being small and portable. It's very difficult to imagine where cameras will go from here. Technology can change drastically in a short amount of time; maybe in ten years cameras as we know them might not even be existent.

Citations

- INVENTIONLAND. (n.d.). The Evolution of Cameras.
- MasterClass. (n.d.). When Was the Camera Invented? A History of Photography, Feb 4, 2022
- NFI. (n.d.). When Was The Camera Invented? Everything You Need To Know.

MENTAL HEALTH AND MEDIA

Avantika Somani, Grade 9

Mental health and its representation has always been a controversial topic, especially when it comes to media interpretations. Although it is a much longer process, mental health is frequently portrayed in media as something that has a "fast fix." Mental health has a history of being misrepresented in the entertainment business. Reality television has frequently demonstrated how the characters tolerate undesirable behaviours and dramatic mood swings without questioning the causes. According to the Montare Behavioural Health facility in LA,, the portrayal of these characters' personalities make viewers admire them and their harmful habits. The result is that viewers may embrace these coping tactics despite the fact that they are extremely unhealthy.

According to the National Library of Medicine, the cultivation theory, a framework that studies the effects of media on an individual, states that people who spend more time in the virtual world perceive reality according to the portrayals on the screen. The theory also mentions that people who spend more time watching television are more likely to assume the media worldview of mental illnesses

Media has a history of exaggerating and misinterpreting mental disorders. Dr. Agnes K. Costello, MD, a psychiatrist who currently works with Northwestern Medicine, explained how the Netflix show, "13 Reasons Why" glamorises depression. She went on to mention how the show validates suicidal behaviour which is a "faulty, fatalistic thinking that mental health professionals try to move teens away from." However, moving teens away from such shows is very difficult since the shows are designed to be addictive.

21
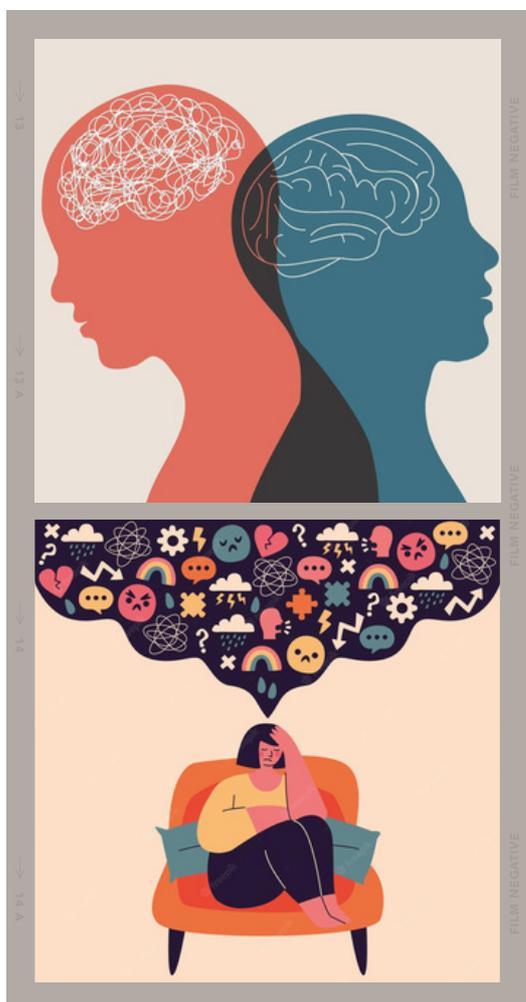
Almost all forms of mass media show people suffering from a mental disorder as violent, psychotic, or unpredictable. An example of an incorrect portrayal of mental illness can be seen in the show "Will and Grace". The leading character, Grace, tries to avoid jury duty by faking a note from her therapist claiming that she has a "Borderline personality disorder".

Over time, mass media has redeemed itself by shining a light on the seriousness of mental health struggles. Northwestern Medicine states that in recent times, paying heed to the pandemic-related mental health issues, , shows and movies have been trying to present mental illnesses more accurately and with increased empathy.

The media has been making an avid effort to reduce the stigma mental illnesses with the release of shows such as "Shameless," which tackles issues such as apprehension of being a single parent and bipolar disorder; "This is Us'" depicts anxiety and its side effects and "Parks and Recreation," displays a character's constant battle with depression. These shows are breaking the stigma around mental illness and wellbeing, which is further helping society to be more accepting of these problems.

In the 21st century, many people suffer from mental illnesses such as anxiety and depression. These topics must be handled with care and sensitivity in the media since it is one of the most influential forms of entertainment. The industry is changing at a fast-pace and film and show makers are being extra sensitive to topics related to mental health so that the audience can understand the gravity of the situation.

Designed by Sharanya Sridharan, Grade 9

Citations

- Srivastava, Kalpana et al. "Media and mental health." Industrial psychiatry journal vol. 27,1 (2018): 1–5. doi:10.4103/ipj.ipj_73_18
- Montare Behavioral Health. "Montare Behavioral Health | Mental Health Treatment Los Angeles." Montare,Behavioral Health | Mental Health Treatment in Los Angeles, 14 Sept. 2022
- Northwestern Medicine Staff. "What TV Gets Wrong About Mental Illness." Northwestern Medicine, 4 Aug. 2017,www.nm.org/healthbeat/healthy-tips/emotional-health/what-tv-gets-wrong-about-mental-illness.

Rebecca Then and Now

Devyani Rao, Grade 10

"Last night I dream[ed] I went to Manderley again". From its very first line, Daphne Du Maurier's most famous novel has intrigued and stunned its readers for almost a century. The classic retelling of the docile, unnamed narrator who lives in the shadow of her husband's dead wife, the titular 'Rebecca', has made its mark on history. The novel has been converted to visual media multiple times, with the most popular being Alfred Hitchcock's 1940 film and Ben Wheatley's 2020 movie.

While the first, a completely black and white film, starred Joan Fontaine and Laurence Olivier as the protagonist and her husband, the second had Lily James and Armie Hammer play the same roles. The age difference between the protagonists was glaringly visible in the first movie with Olivier even streaking his hair gray, while Armie Hammer presented a much younger and robust version of the same character. Hammer himself agreed that replicating the original age chasm would "make the modern audience uncomfortable".This could also be influenced by the fact that the new movie contains a more explicit portrayal of the initial love affair and eventual marriage of the two main characters. While Joan Fontaine marvelously highlighted the shy, timid nature of the narrator, Lily James beautifully illustrated her maturing into the strong house of power on which her husband ended up relying on.

The most pivotal difference between the two movies is the climax scene – the revelation of the real Rebecca's death. In Hitchcock's movie, Rebecca's death was actually (and disappointingly) an accident, with her dying from injury after falling and hitting her head. Hitchcock's film was restricted by the Motion Picture Production Code (from 1934) which set out restrictions on what could be promoted in film and stated that crimes such as murder could not be portrayed in a positive light. This forced him to alter the movie's ending drastically, taking the blood off Maxim de Winter's hands. The 2020 movie, however, has the same ending as the book, with Mr. de Winter confessing that he had shot Rebecca himself after she had mockingly taunted him about her multiple love affairs.

The use of color in the new film is a vivid contrast to the old black-and-white one. It emphasizes both the festive atmosphere of Monte Carlo where the protagonist and her husband first meet and the cold, unwelcoming Manderley estate, where all the narrator's fears come to haunt her. She is supposed to call it home but finds it nearly impossible to do so and the domineeringly cold attitude of the housekeeper Mrs. Danvers does not make her situation any better. The portrayal of the vast, gloomy mansion adds to the narrator's constant insecurity.

Through its multiple retellings, the story of Rebecca captivates newer and younger audiences again and again. At heart, the story is not intrinsically one about place as it is about power, and how heartbreakingly it can be stifled in a relationship. Through the characters of the protagonist, Mr. de Winter, and Rebecca, the true colors of human nature are revealed, with all of them struggling to both to gain control and exist independently in their marriages.

Citations

Kubincanek, Emily. "How Ben Wheatley's 'Rebecca' Differs from Alfred Hitchcock's Award-Winning Version." Film School Rejects, 21 October 2020.

Truitt Brian. "5 ways Netflix's new 'Rebecca' differs from Alfred Hitchcock's Oscar-winning 1940 classic." USA Today, 20 October 2020.

Syme, Rachel. "All the Wrong Reasons to Remake 'Rebecca'." The New Yorker, 24 October 2020.

Bradshaw, Peter. "Rebecca review – overdressed and underpowered romantic thriller." The Guardian, 15 October 2020

Raymond, Charles N. "The Stupid Reason Why Alfred Hitchcock Had To Change Rebecca's Ending." Screen Rant, 25 October 2020

ROSES ARE RED,
VIOLETS ARE BLUE,
CDC WANTS ARTICLES,
AND THE ANSWER IS YOU

CONTRIBUTE TO THE NEXT ISSUE OF THE
CARPE DIEM CHRONICLES! SEND US YOUR
ARTICLES, PHOTOGRAPHS, ARTWORK,
STORIES AND ESSAYS BEFORE 20TH
DECEMBER.

WE AWAIT YOUR CONTRIBUTIONS AT
CARPEDIEMCHRONICLESINV@GMAIL.COM

Carpe diem Chronicles