

Chapter 6

Close to Reality in the Digital Era: The Batman Trilogy

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ABSTRACT

A positive perception towards the digitalization process draws attention. However, a return to retrospective understanding has started with postmodern practices. Cinema is also an art form that is at the center of these discussions. Some directors move away from digital effects day by day and stay closer to the pellicle. British director Christopher Nolan is also one of the auteur directors who are more distant to digitalization. Nolan, who prefers the absence of digital interventions as much as possible in his films and realizing the most realistic forms and forms, is closer to the pellicle. The aim of this study is to evaluate and discuss the discussion of returning to analog and reality on the axis of Nolan's cinema. The DC Comics character Batman, first adapted to the cinema in 1989, has been remade as a trilogy by Christopher Nolan since 2005. The Batman Trilogy, which is a sequel, will be the focus of the discussions in the study.

INTRODUCTION

Digitalization is described as the new revolution of the late capitalism period. Digital technologies, which have dominated even the most micro-area of daily life practices in a very short time, have become a global field of action today. This field of action has not only had an individual effect, but has been integrated into the systems of almost all sectors. The development of digital technologies has also transformed the cinema industry. Filming with filmstrips and reels, and then classical montage practices, has begun to become easier with computer-based technologies. In the first stage, the images shot on the film were transferred to the computer and edited, then the film was reprinted and made ready for screening. In the period when full digitalization in film production was started, all stages of shooting, editing and distribution started to be done with the help of digital technologies.

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The use of computer-generated images (CGI) in cinema has also transformed the discussions on the relationship between cinema and reality. These innovations were initially accepted as a mere innovation. The development of new forms of expression through technology has affected the narrative forms in cinema. However, the way of telling stories with digitally produced images has also brought up some problematic relationships between the watching experience and reality. Although it makes the post-production process in cinema easier and more comfortable, a distant stance has emerged against digitalization in cinema.

British director Christopher Nolan is among the first to come to mind when it comes to producing films using traditional methods. His preference for filmstrips over digital cameras is an important clue to understanding Nolan's cinema. In almost every movie in his filmography, he tried to complete many scenes in-camera. Nolan's obsession with reality is one of the main reasons why it has so positively influenced the watching experience. On the other hand, the way in which the stories on the axis of reality and time are told with parallel editing points to the style called Nolan cinema today.

Batman, which was first published in a magazine called Detective Comics in 1939, has been adapted for many movies. Directed by Christopher Nolan and first released in 2005, *Batman Begins* is the first film in the trilogy known as *The Dark Knight Trilogy*. Later, in 2008, *The Dark Knight*, and in 2012, *The Dark Knight Rises*, were released and the series was completed. One of the most important elements that distinguishes Nolan's Batman trilogy from the Batman adaptations before and after him is that the trilogy was mainly shot with practical effects and digital technologies were used as minimally as possible. On the other hand, Nolan's Batman trilogy tells about not only the side of a superhero fighting villains, but also how Bruce Wayne turned into Batman, his personal journey, questioning his ethical values, his motivations and his inner world.

This study discusses how movies are made with traditional methods, in today's world where digitalization is used as a global system and a set of technologies, through Christopher Nolan's Batman trilogy. Christopher Nolan's Batman trilogy is one of the most important examples that reveal that the concept of reality in cinema can be built with practical effects rather than digital technologies.

DIGITALIZATION AS A DREAM AGE

Historically, it is seen that the mass effects of technological advances spread over long periods of time. On the other hand, digitalization has a very short history. According to the general acceptance, the beginning of the process called digital transformation or digitalization coincides with the invention of internet technologies. With the invention of the Internet, the concept of "network" began to take place in the center of this process. In the early 1900s, the dream of a wireless life or a wireless world found its place as an idea. In the 40s, these ideas began to be implemented, and in the 50s, the internet officially started as a practice. The transmission of the first message from one computer to another at the end of the 60s marked the beginning of an irreversible new era in the axis of media tools. Anything digital is hot. Where the humanities seem old-fashioned, boring, and in constant pursuit of justification and valuation, digital humanities evoke images of unexplored territories and new horizons where funding flows freely, scientific value is assured, and societal benefits are obvious. It may be tempting to view the current excitement about digital humanities as a new development. Yet, despite the discursive shift from "humanities informatics" and "history and informatics" to "digital humanities" and "digital history" in

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