

The Gods on Screen

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Classical antiquity plays a prominent part in cinema history. Film pioneers like Georges Méliès delighted in the technical possibilities of their new medium to portray the supernatural, and ancient gods appeared mainly in the context of light-hearted comic plots. With technological advances and the establishment of feature-length epic films, however, the gods took on more important roles. This paper, illustrated by film clips, provides a critical appreciation of the different cinematic ways in which filmmakers portray the gods: live action, animation, and special effects. Particular emphasis will be on the approaches of Ray Harryhausen (*Jason and the Argonauts*, *Clash of the Titans*) and Franco Rossi (*Odissea*).