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Published by

Inventing Cinema: Machines, Gestures and Media History.
Amsterdam University Press, 2019.
Project MUSE. muse.jhu.edu/book/68876.

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Cinema and Technology

*Cinema and Technology* focuses on the emerging field of study on the history of film technology and its impact on the way the world is experienced, rationalized and apprehended. The materiality and nature of film devices, their function and use in diverse industrial, educational, and social contexts, and the integration of film technologies as an enduring element of consciousness, forms the basis of the scholarship presented in our books.

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*Cinema and Technology* is published in association with the Laboratoire CinéMédias at Université de Montréal and the TECHNÈS International Research Partnership on Cinema Technology, supported by The Social Sciences and Humanities Research Council of Canada Partnership Grant, as well as The Canada Research Chair in Cinema and Media Studies.
Inventing Cinema

Machines, Gestures, and Media History

Benoît Turquety

Translated by Timothy Barnard

Amsterdam University Press
1. That the instruments be very accurate, so that the expense not be pointless and that there be no chance of error.
2. That their cost not be increased by superfluous adornment in order that they be used more frequently by putting them within reach of people of modest means as much as possible.
3. That their construction be the simplest, the most natural and most solid possible, in order for them to be copied or repaired at the least cost, with the least learning, and with the least level of skill.
4. That they be applicable to the greatest number of applications, when the extent of their use does not detract from their simplicity, so as not to multiply their number unnecessarily and in order to save expense and usefully and pleasingly to provide the means for varying experiments of the same kind.

In memoriam Jules Carpentier

For François Albera