

### 1: Starz Orders Drama Series "Vida"™ In Push To Attract Latino Viewers | Deadline

*HAIL CAESAR is the story of the big-shot. That one guy everyone knows or knows of and can't help respecting, loving, wanting to be or to be with. PUSH Writing Intern alumna Thu-Huong Ha began writing HAIL CAESAR when she was fifteen years old, winning her internship and finishing her book at seventeen.*

Share via Email Prime-time winter Wednesdays are about to be filled with Roman legions spreading their eagles and Roman women being told to spread their legs. It deserves to start with a big audience because the faces are excellently cast, the sets and clothing are outstanding and the lighting and look are stunning. It is splendidly ambitious and focuses on major events in world history. We knew that the young Octavian, the future emperor, Augustus, was the grandson of a municipal banker, but until tonight you may never have guessed that he went to school at Harrow. Ciaran Hinds has just the right patrician blend of charm and hard superiority to be pretty convincing as Julius Caesar; his rival, the great Pompey, is played with plausible realism by Kenneth Cranham and dominates the senators in Rome. The women are all on top of their form and - spectacularly often - on top of their men. In general, though, the actors have done very well with the script and scenes which have been handed to them. Actually, the scriptwriter, Bruno Heller, has hit a plausible tone and sustained it with just enough clangers to keep scholars busy. Fancy calling a republican woman the "crucifix of Venus". His brief was to integrate powerful events round the rich and powerful with a drama of everyday participants, a mixture of Newsnight with Desperate Housewives in the seedy Suburra district of Rome. The backstreets have been memorably set and worked over by the camera. But it is the combination of these two levels which makes the entire venture starts to wobble. Aptly, we begin in 52BC when Julius Caesar is victorious in Gaul, his command there is beginning to run out and the question of his ambitions is becoming ever more urgent in Rome. But we are starved of the historical context which would explain and deepen this crisis. We are never really told that Caesar had outraged traditionalist senators by his previous consulship in 59 BC. Most of them were terrified that he would return from Gaul and become consul a second time and be even more appallingly populist. But the scenes in the senate house are telescoped and turned into a disorderly travesty. Significantly, the one miscasting is the arch-traditionalist, Cato, who looks as if he has escaped into the community from a care home beyond the Tiber. As a result, the grand picture is boringly trivialised. Nobody wants to be swamped with constitutional problems, but a sense of context gives a sense of the choices and dilemmas which people faced at the time. The drama has been almost totally depoliticised, which is patronising to the audience. Caesar was a master of spin and half truths, but when we hear his proclamations by letter to Rome, we have no idea of his political cunning. By episode two, Caesar will be crossing the Rubicon, probably the most famous thing he ever did. He made it into such a dramatic moment, the start of a civil war which would eventually overthrow a free political constitution that had survived for years. Here, we simply see him splashing through the river, watched by an ordinary youth who is fishing. Actually, he slipped out from a dinner party after watching a gladiatorial show in the evening. He said, notoriously, the "die is cast". He is said to have reflected on the immense evil for the human race which his actions would initiate. It is wretched to see this great moment betrayed. Down in the ranks and the rancid back streets of Rome, the everyday plots are going to have to pick up momentum. So far, we have had a dodgy paternity case, a gruesome stab through the throat and more flagrante delicto in a brothel. The sub-plot is going to turn on two matey soldiers, one of whom is ominously named Pullo. I suspect that their everyday soap drama is intended to show these stirring times at a level with which we can all inter-relate, but its plotlines are too detached from the main drama of the civil war. It is here that the series drifts furthest apart from the triumphant I Claudius of the s. It is not just that I, Claudius had the inimitable books of Robert Graves behind it. It showed the unforgettable carrying-on in the imperial family when events in the household were directly inter-linked with public affairs and the bigger imperial plot. There was no need for ordinary men and a Pullo of a sub-story. My fear is that Rome has detached the everyday stuff from the big issues which affected even the way in which such everyday events would develop. I am not blaming the actors, but I do blame a conception which has run out at the last fence and thrown too much fascinating history off the set. It is a great pity because the

production teams and designers deserve a roar of applause. They give a tremendous impression of Roman houses and the murky danger in city life. I fear the worst and I do wonder about the details. Do we really know that a noble Roman matron would climb off her male lover, in full view of her slaves? I refuse to believe that she would then go off and be showered with the blood of a sacrificed bull, a rite which we can only document in Italy some years later. History is far less dull than a mundane image of the "everyday". By throwing it out, the makers of the series have ended up with an exotic falsehood.

### 2: Robin Lane Fox on HBO-BBC mega-series Rome | Media | The Guardian

*Find helpful customer reviews and review ratings for Hail Caesar (Push) at [www.enganchecubano.com](http://www.enganchecubano.com) Read honest and unbiased product reviews from our users.*

Matt sent over a few possible games including Hail Caesar, as it was top of the list and been suggested a couple of times I thought it would be the best option. HC also allows the Persians more bows by rearming some of the Kardrakes with bow, something I am happy about as I disliked the loss of the bow in FoG, especially as I had four units armed with them! Matt got an alarming triple move for his pike whilst I was slowly trying to mount the top of the hill for some hope of defence. This is a feature that could make or break your view on HC and seeing Pike move that fast over the table was certainly a novel experience for me. My best commander had a command value of 8 whilst my two other commanders had just 7. This was points well spent as Matt put him with the cavalry and they flew round the flank and went at my rather small cavalry force as the bulk of my cavalry was on my left flank away from Matts. Matt had three units of Lance armed Cavalry against my spear armed cavalry. I had a second success when one the the three were forced to drop back a turn due to my rolling a 6 to force a morale test. My light horse were being pushed back leaving my cavalry vulnerable. The attack went well for Matt, whilst I had a good first round I was let down when Matt saved much better than I did, I was one point off becoming shaken whilst Matt was safe from that threat. I failed the test and routed from the table. The phalanx clash which we thought would be cut and dried ended up being a series of push and shove, the rule that a phalanx counts a loss by up to 2 as a draw saved me tests until both of us became shaken in the same turn. My cavalry was refusing to move for most of the game, if I could have got it to move with any regularity I could have interfered with the battle in the middle as well as quite possibly smashed his flanking force. As it was it moved once in the first four or five moves, my mistake was having my best commander with the hoplites. This was against the Kardrakes that rolled out of the box and I was able to bring a Hoplite unit and light infantry in support finally winning the battle and seeing the cavalry off shaken. Matt would later start rallying pips back off but they did not attack again during the game. If the units were switched he would not suffer as much and would have one the melee sooner. In the end my Hoplites were forced to give ground falling back through a fresh phalanx. Due to being shaken Matt remained in position and awaited my next move. My cavalry finally get moving again whilst Matt repairs his line as best he can and with the hill now in his hands it would be a real push to get up the hill and defeat his blooded pike. All I could hope to do at that point would be to defeat his flank force and then surround his Phalanx blocks, this assumes Alexander does not send his cavalry back round the rear to engage me. Before moving in again I would need to rally a pip off the supporting unit and exchange a badly mauled unit with a fresh unit. This would be at least two moves whilst four would be better. All this time Matt would be rallying pips off his pike and making the task as hard again as the first attempt. Matt caught one of my evading light cavalry units and as such broke one division, this sealed the fate of my right flank and would have allowed Matt several options to cause me bother. This would in turn have forced me to gamble and attack in the centre and the left without fully preparing for the attack. As it was we called time with the win going to Matt and lessons learnt by both of us that will be carried in to the game we have planned for this week. However the better command made a huge difference in this game with Matt able to command his troops most of the time, even a blunder allowed exactly what he wanted. This I think is part of the game that you need to master and works well with my idea of how the Persian army acted, large but slow. Our next game will see more units on the table and I believe another cracker, but this time we should get a result as we spent a fair amount of time catching up before a die was rolled.

### 3: Hail, Caesar! - Wikipedia

*Hail Caesar* Thu-Huong Ha Scholastic/Push \$ (p) ISBN Buy this book The setting for Ha's first novel, which she penned at 15, is a wealthy suburb filled with bored rich.

Those who already own a copy of Black Powder will therefore have a fair idea of what to expect and throughout this article I will be making comparisons between the two games. They have both been developed amongst our own gaming circle, for our own use, and to play the kind of games we enjoy. Black Powder and Hail Caesar share a common approach to gaming they have both been developed amongst our own gaming circle, for our own use, and to play the kind of games we enjoy. By making these rule sets available more widely we hope for no more than to introduce others to a style and type of gaming that anyone can participate in should they wish to do so. In presenting the rules for publication we have endeavoured to carefully explain how they work, and how players might choose to expand and develop the core ideas for themselves, but we have not otherwise compromised the central tenet of the game a game played between friends in the spirit of comradeship and entertainment. They simply evolved over time as a result of ideas and enthusiasms amongst the group. But if a brief had been written it might have looked like this: All the tables comprise rolling terrain modelled with rises and depressions, rivers and roads, and with plenty of scenery representing villages and towns, fields, orchards and areas of cultivation. This does mean that the exact placement of units can get a bit vague. Our players are also looking for an enjoyable, social evening they are not looking to spend ages cross-referencing charts, totting up factors, and micro-adjusting movement. Those are probably the main drivers behind the development of our rules. Of course, the tastes and preference of our comrades are a major factor too and here we must bear in mind that most of us are friends because we have at some time or another been workmates at Games Workshop. So, as a group we have a relatively high proportion of professional games designers, sculptors, model makers and artists including the owners of at least four wargames hobby businesses. And that story should be entertaining and dramatic at least worthy of repetition during the post-battle pint in the local pub. So, our game is designed to crack along at a good pace, and uses multiple dice rolling as its prime mechanic rather than single rolls with multiple factors, thoughtful card play, or mechanisms that require a great deal of careful calculation before actions can be taken. No criticism of games that employ these techniques is implied, all of these mechanics are good in their place, but for purposes of our game it is preferable to stick to multiple dice rolling with minimal modification. To achieve our goal of rapid and decisive movement we allow for relatively long moves and we permit units to make up to three moves in their turn. In broad outline both Black Powder and Hail Caesar play in the same fashion. Each side takes a turn alternately completing all of its movement, then shooting and finally resolving any hand-to-hand combats before the opposing side takes a turn beginning once more with movement. Although play is alternate as described, the side that is not taking the turn has the opportunity to move in some situations to countercharge or evade for example, and to shoot with traversing or closing shots, and to fight in hand-to-hand combat. When casualties are inflicted it is also necessary for the side that suffers them to take morale checks effectively saving throws and also to take break tests where required. Orders To achieve our goal of rapid and decisive movement we allow for relatively long moves and we permit units to make up to three moves in their turn. Whether they move at all, and how far they move, depends upon the result of a test made against the command value of their accompanying leader or commander. Each commander controls a brigade or division comprising one or more separate units for example four infantry battalions. Often a player will take responsibility for one division of troops, with the side represented by three or four players in all. If the army is especially large or players are in short supply each player controls several divisions. Most commanders have a value set at 8 meaning the player must roll 8 or less on two dice to issue a successful order. If the roll is 8 or 1 less the unit has one move in which to try and complete its order, if the result is 2 less the unit has two moves, and if 3 less or more the unit has three moves. Units are always obliged to fulfill their order in so far as possible no hanging back just because you wanted two moves but have rolled only one! This is the principle means by which orders are issued and troops moved in our games and it allows

for rapid movement as well as occasional bottlenecks and frustrations as orders go awry or troops fail to move at all. Move As we have said the move distances are quite long – though less so in Hail Caesar than in Black Powder. These cover situations where a unit can move either without an order or, in some cases, allow a unit to move once even where its order is failed. Having said that, we have played Hail Caesar across a 4 foot wide table without feeling the need to reduce movement distances – being content to ensure no troops were deployed within potential charge range of enemies at the start of the game. In Black Powder volleys of musketry will often stop an enemy formation in its tracks by disordering it. Although shooting is an important part of ancient warfare it is much less likely to be decisive. Hail Caesar therefore treats ranged fire and any resulting disorder a little differently. In Hail Caesar ranged attacks represent not just longer ranged missile fire with bows, crossbows and slings, but also short ranged exchanges of thrown missiles as well as skirmishing either by troops in open order or, where appropriate, by bodies moving beyond the main formation. A few modifiers apply – and in the case of Hail Caesar these modifiers tend to push the odds down slightly compared to Black Powder. Hail Caesar also has separate break test charts for missile fire and hand-to-hand combat, with disorder being a potential result of this test in both cases. In both games disordered units are unable to move in their own turn and also suffer a penalty for shooting and hand-to-hand fighting so this is a significant penalty. Casualties When units suffer casualties these are recorded by whatever method the players prefer. Our own habit is to use model casualties – though we often employ a distinctly coloured dice to indicate casualties whilst they are inflicted as this saves time. Although units can suffer any number of casualties throughout the course of a battle the maximum number that is recorded in Hail Caesar is usually 6 if the unit is of a regular size. This is double the value in Black Powder where units can normally take 3 casualties, and the difference reflects the importance of prolonged combats in the ancient game. Of course, this also means that the effect of missile fire is relatively less in Hail Caesar than Black Powder, something we felt was only proper given the differences in weapon technology and tactics. Casualties inflicted in excess of 6 are not carried over from one turn to the next but become negative modifiers on any break tests the unit is obliged to take. Hand To Hand Units also have two different values for hand-to-hand combat: In both cases these values are the number of dice rolled varying from 4 or 5 for light troops to 7 for heavy infantry and 8 or 9 for heavy cavalry. The unit that has been attacked then rolls one dice for each hit it has suffered and its morale holds on scores of 4 or more effectively negating that hit. All unsaved hits are then recorded as casualties onto the unit. This is a very simple mechanic – multiple dice rolling – but very effective in terms of creating moments of tension within the game and as a method of balancing play. The losers must then take a break test, rolling two dice against a chart, which can result in the unit holding its ground, retreating or breaking altogether in which case it is removed from play entirely. In Hail Caesar, unlike in Black Powder, there is also the potential for a unit to break automatically without recourse to a break test if it receives enough casualties in one go. German Rulebook Add a Supplement Once you have the rules or even before if you so wish you can zero in on the force or period of conflict that interest you the most, be it Ancient Britons , early or late Roman , Germanic tribes , or Celts. Our latest supplement of course introduces us to Caesar and his numerous conflicts and is packed with gorgeous and inspiring models and scenarios for you to reenact:

### 4: Operation: Wargaming!: Romans vs. Celts! Hail Caesar game!

*Julius Caesar is no stranger in history books. He has been encapsulated in plays, songs, parodies, and even Hollywood movies that paint him as a revered war general, a fearsome ruler, and one of the staunchest Romans you are sure to meet in antiquity.*

We cruise in the nicest cars in town, among them, my jet black Mercedes SL roadster. Marsh and a few other kids drive somewhere behind Jake and me. We drive with no destinations, our usual Friday night agenda before we decide where to go. The night is warm, summer air still lingering for a few more weeks before the end of September. The wind is like waves against our hair and eyes, but our smiles are the widest thing under the velvet night sky. My cell phone rings. Keeping an eye on the mostly empty road and a hand on the wheel, I fish the phone out of my pocket. I flip the phone open. What are we doing? You got another thing coming, Caesar. You must be crazy to do it with a Magville girlfriend on enemy territory! If you show up in Magville you are a dead dictator. I am not going over there, and I bet Marsh agrees. On the other end of the phone, Brian and the boys whoop in the wild night as we speed out of town. She lives in a freaking mansion, but then again everyone in Magville is pretty well off. The house is raging, and we hear the noise of the party before we even get onto her street. Jake looks at me expectantly. He laughs back his approval, and we swerve up against the curb. In addition to cars, kids are everywhere: I slip my keys into my pocket and take in the smell of nighttime air and booze—my two favorite smells in the world. Jake and I cross the lawn to the back of the house, hoping to go unnoticed before slipping in. I kick a Sam Adams and it rolls away from our path. Within a few minutes, Marsh, Dan, Jared, and Matt have joined us. As Dan lights a joint, all six of us round the house to the back where the noise is louder and the smell is stronger. Stacy is in a red bikini, dancing atop the diving board with some Magville scum I recognize from over the summer. So tonight, Stacy is the list. I do not breathe. I am in party mode. I am the Dictator. The boys feel the change in the air, and they know: No one will stop Caesar. They all grab beers and disperse, leaving me to it. Jake looks like he wants to say something, but Jenna appears and wraps a skinny arm around him, pulling him off somewhere. I take off my shirt and toss it onto a lawn chair. Nothing for you tonight. Stacy steps off the diving board and comes to my side. I feel nothing but the thrill of the hunt. I take a slow sip of Corona with a cool face. She takes the bottle from my hand and swigs, throwing her long blond hair back. She points a ruby-frosted nail at my bare chest accusingly. I look down at her.

### 5: The Blog With No Name: Hail Caesar First Attempt With 15mm

*Premise: John "Caesar" Miller is THE big man on campus. A good-looking basketball star, he's popular with the girls and idolized by the boys for his ability to get any girl he wants. A good-looking basketball star, he's popular with the girls and idolized by the boys for his ability to get any girl he wants.*

Eduardonius Astran, the cousin of the rebel and now self-declared King of Hrolmar, Avan Astran, fled to Hrolford with a substantial part of Hrolmars troops loyal to Vilmir. One legion of Vilmirian troops under the command of Marcus Rivalus, heir to the throne, was stationed in the city. Meanwhile the rebels led by Cato Marinus had accessed the eastern side of the city with his troops and instigating rebellion among the troops loyal to Hrolmar, led the soldiers to battle. The city is divided by a river. Vilmirian troops control the western side and the rebels control the eastern side. The focus of the battle was to try to capture the city. To capture the city, the forces would have to break the opposing force and have at least one unit on the other side of the river. The players could not conquer the city without moving troops across the river. It was evident that the main goal of the rebels was to hold, rather than capture, and it proved to be a hard task to force the bridges. The trade ships of the river were to be counted as a building in regards to crossing the river, but should have been counted as difficult ground. The Vilmirian troops are represented by Republican Legionaries and a few late legionaries serving as levy hastati. The republican army list was used. The rebels read Spartacus had a mix of levy hastati represented by late romans and Catos rebels veterans was stubborn princeps. Altos logus veterans was stubborn libyans. Republican roman list used with the additional libyans from carthaginian list. The legions press forward over the river. The closest bridge led by the general, Marcus, and the far bridge crossed by Eduardonius. Marcus faced Altos and Eduardonius faced Cato. The Rebels take up a defensive position and wait for the Legion charge. The bridges, stuffed with troops. The battle proved to be quite a slugging fiest. As the bridges and city was vital to the advance and planned siege of Hrolmar, the Vilmirian Legions had to push on. Boats being used as crossing point. The battle start on the Marcus bridge. Altos Logus rebel levies try to flank the Legionaries. The Legionaries pushes forward. The rebel levies defend their position. General Marcus takes the lead over to bridge. Eventually the Vilmirian Legions cross the bridge with Marcus urging them onward. Altos Logus is hard pressed. The Vilmirian light troops are slow to respond to commands and few units manage to cross the river. Slingers do some damage on the rebels and a unit of javelin throwing velites chase away rebel light cav. The Legionaries pushes over the bridge defended by Cato. Light Cav prepare a charge beneath the bridge to chase away some skirmishers. And then the cav threatens the flank of Marcus troops. Light troops struggle to cross the river. Probably found some amphoraes of fine Hrolmarian wine in the ship. The rebels try to push back the Legionaries. In the heat of the fighting, general Marcus, eager for a triumph in Jadmar, throws himself into the combat in a heroic fight. He dies bravely leading his troops. The Vilmirian cavalry can do little in the infantry battle as there is no room. But, at the end of the battle, they can be used to maximise casualties of broken troops or screen their own friends escape. The battle rages on Catos side. Vilmirian Legions push Catos veteran rebel back and finally create a spearhead. Cato trantically rallies his men to battle as they are slowly pushed back. The fighting is fierce and violent, one step forward, one step back. Levies from Hrolmar pour over the bridge after the Legionaries, but the advance is stalled by the stubborn Cato and his hardy veterans who sacrifice themselves bravely. Suffering heavy casualties the Legionaries have broken the rebels flank. The battle stalled on the Cato side, and neither force broke the other. Both armies withdrew to their side of the city. The battle was unconcluded as we had to call it before we could play the sixth turn. This would probably have been the decisive turn, so it was a pity. The battle was started a little late in the evening. Both sides argued that they would have won the battle, but in my opinion since I control the Vilmirian side think that the Legionaries of Vilmir would have smashed the rebel levies and the rest of Catos veterans. The loss of a good general was a bad start for the war. Eduardonius Astran takes command and prepares for another push. A good game with lots of fun and excitement as the Grain War finally has begun. Next up is, Count Elgar Esholtas amphibious invasion of the island fortresses of Hrolmar bay.

### 6: Slow Push-in - Camera - Roger A. Deakins

*The night is warm, summer air still lingering for a few more weeks before the end of September. With the top down, Jake and I don't talk much as we whip down the road with nothing more than fields in sight.*

He has been encapsulated in plays, songs, parodies, and even Hollywood movies that paint him as a revered war general, a fearsome ruler, and one of the staunchest Romans you are sure to meet in antiquity. He represents a catapultic change in the Roman government, serving as an emblematic figure of the Fall of the Republic though he would personally never admit to that, of course. They had a sharp objection to monarchy, as they still believed their precious Republic was not dead yet. The kings were thought of as abusive, power hungry, and corrupt. The king held absolute power and was the chief magistrate in religion, law, and military matters. The last king, Tarquinius Superbus, was overthrown after the rape of Lucretia and her subsequent suicide. Romans saw to it that the royal family and government were stripped and destroyed, and in its place a representative government with separation of powers would rise. The title Rex or king, was preserved only as far as religion was concerned: The Romans harbored a hatred for the title king in any other sense. When Caesar came into the political sphere centuries later, he was smart and cunning, and his timing was perfect. Now, whether or not he started his career with the intent to be crowned king and deified is a whole different story. As his power and his reputation grew during the beginning of his military career in Gaul, so did his ambition. Caesar was well aware that demanding or expecting to be made a king or living god would have been outrageous and met with indignation. Bust of Caesar The first thing Caesar did was establish his military competence. He went on to be quaestor and aedile, in which he won over the favor of both the people and his soldiers through public shows and spectator events. In 63, Caesar was appointed pontifex maximus, which was secured through flagrant bribery according to Suetonius. In 61 Caesar was sent to Further Spain as proprietor and returned in 60, joining Pompey and Crassus in a loose coalition that would help Caesar secure the Consulship of He wanted to stand for consul in absentia and had to rely on the alliance of Pompey and Crassus to secure his interests while he was away in Gaul. Over the next decade, this alliance was both a source of support as well as contention, ultimately leading to the civil war in 49 that lasted until 45 when Caesar returned to Rome and celebrated four triumphs the Gallic, the Alexandrian, the Pontic, the African. During the tumultuous years surrounding the civil war and unrest, the Roman people and the Senate grasped for any sort of normalcy and stability. Caesar, as a leading politician, charismatic figure, and motivated beyond measure, received honors, both mortal and divine, that were an attempt to stabilize Rome. To them, Caesar was a constant and a strong defending hand. These honors are what makes us question whether or not Caesar was a god, a king, and if he himself was the one to promote these. The mortal honors, bestowed upon him by the Senate, really show just how above the rest Caesar was considered. Caesar was awarded a continual consulship in the months preceding his assassination possibly in February 44, censorship for life, and the role of dictator for life. All of these were granted right before his assassination in March of 44, and all of this went against the very heart and ideals of Rome. The Assassination of Caesar One man held the power of the military, the people, and all of Rome. These honors, that were far beyond what would be bestowed on a politician, granted a flamen, vowed to build a temple to his clementia, and declared public sacrifices be made on his birthday for his safekeeping. He did not call himself a king or a god. He was smart to never go over a line without sketching it out first and softly nudging the people towards it. After his death and by the time Augustus succeeded him, the stage was set and the people were ready: Rome was no longer a Republic. And shockingly, they were okay with that.

### 7: All hail Caesar - Israel News - Jerusalem Post

*Thu-Huong Ha started writing Hail Caesar when she was fifteen; it subsequently won the PUSH Novel Contest. She finished it when she was seventeen, as a PUSH Writing Intern. She finished it when she was seventeen, as a PUSH Writing Intern.*

Ethan Coen described it as a "thought experiment" rather than a tangible project. They pitched it to Clooney as a fourth opportunity to play a "numbskull", following his roles in *O Brother, Where Art Thou?* The actor was not initially enthused. Joel Coen revealed that they were "working on" *Hail, Caesar!* The studio system was breaking down, and a Supreme Court ruling had forced studios to divest their movie theaters. Television, then still in its early years, threatened to pull away audiences. The Cold War and the Red Scare were both underway. Hollywood responded by creating escapist fare: Johansson would portray "an actress who suddenly becomes pregnant as her film is about to go into production". She designed for a working film studio of the early s, plus six genre films, each of which featured a major actor working on the set for about a week. Photos from the MGM library and the Academy of Motion Pictures and Sciences showed that film crews dressed more formally than today—no shorts or sneakers. Zophres produced about 15 boards of preliminary sketches, including "sculptural Technicolor gowns" for the ballroom drama that were inspired by the work of Charles James. The costumes in *Ben Hur* in particular served as references for the gladiator sequences, although Zophres employed the contemporary technique of using painted hard plastic foam instead of metal. The film ultimately required more than 2, costumes, including Roman extras, Israelites and about 45 slaves. About of the costumes were custom-made for the actors. Toward the end of the shoot, the scope of the project overtook the budget, and Zophres completed some of the sewing herself. The actor, who had danced hip-hop and street , but not tap, worked without a double after much training. The Coens themselves had said that their previous movie, *Inside Llewyn Davis* , would probably be their last use of the medium. He noted that "period locations are disappearing fast", including several employed in an earlier film he scouted, *LA Confidential*. Union Station in downtown Los Angeles was also used for some studio exteriors. The synchronized swimming scene with Scarlett Johansson was choreographed and directed by Mesha Kussman, and performed by the Aqualillies, a Los Angeles-based group of professional synchronized swimmers. The movie premiere was shot in the Los Angeles Theatre , selected for its spacious lobby. Examples of the latter include a green screen car sequence made to look as if it employed the older technique of rear projection , and the submarine sequence, which employed computer graphics that suggested the use of miniatures.

### 8: ALL HAIL CAESAR - Classical Wisdom Weekly

*Hail Caesar game! This past Saturday we had a game of Hail Caesar! at the local game shop Guardian Games here in Portland, OR. It was a Romans vs. Celts battle.*

Jul 18, Owen added it I have to say that I was very disappointed with this book. After looking online, I came across some information she had provided about Hail Caesar and why she wrote i I have to say that I was very disappointed with this book. After looking online, I came across some information she had provided about Hail Caesar and why she wrote it. She said she knew a lot of assholes in her life and wanted to know why they were like that. Thu-Huong Ha started this book I think when she was fourteen and finished it a few years later. She was in high school at the time so it is understandable that she would feel this way. Trust me, I am in high school right now and I know people can be assholes. I try not to be, but sometimes I can be really mean. She is young and has promising talent. I am also a young person that wants to write books someday and I applaud the author for getting her work published at such a young age. I think it is great that she found something she wanted to explore further and she turned it into an actual book. Hail Caesar is the story of John Miller, aka Caesar. He is a senior in high school and everyone loves him. All the guys worship him and girls throw themselves at him. He is hot, muscular, blah blah blah. But he is also a psychopath. This is accompanied with growling and grunting that he does throughout the book. Yes, you will definitely come across guys like Caesar in high school but I think the author made it a little too extreme. People like Caesar do swear, have sex, and drink alcohol, but Thu-Huong Ha included way to much of this in the book. He even said that all of the American high school cliches came true for him. When I went to 10th grade, I said I would try to not dislike the freshman because it is unfair for judging someone based on their age. It just seems unreasonable that a freshman could be a super strong jockish sex god. They eventually form a friendship and John realizes he had never felt that way about a girl before. I have to say, this book felt like it took forever to finish. Literally, nothing would happen for twenty pages. I got sick of Caesar talking about how hot he was and how much he wanted Corona. I try not to swear, but sometimes I do. For those wondering why teens swear, it is usually because we either want to look cool or we are really angry about something. But the excessive swearing in this book felt forced and unrealistic. I hear swearing everyday at school but when you have the f word in every sentence on a page, that is a bit much. Going along with what I was just saying, this whole book is about Caesar trying to be cool. This is bad when you are reading about someone. Eva was a mystery to John, but she was also a mystery to the reader and that is why there was nothing there in terms of a connection between the reader and a supposedly important person in the book. It would be your average American high school movie about a jock that meets a special girl, and I would really rather not watch that. I thought it was also bad how his family never really got explained. You learn how his mom died, but then he rarely mentions her again. It needed a lot more editing and "constructive criticism". I was thoroughly disappointed by the book and offended by Ms. Contrary to popular belief, teenagers do not speak like this: I do not breathe. I am in party mode. I am the Dictator," or, "sup. I disliked this book because a it sucked and b it was poorly written. Seriously, did this book have an editor? And who in their right mind would publish this? The author tried to base her character, John, on Julius Caesar- with a modern twist. Unfortunately it became quite obvious on page three that she was unsuccessful at achieving this. What was on page 3 you ask? Slam the car door. I stride into the parking lot and toward the brick school: Laurence High School, Home of the Lions. I should get a prize for finishing this book! Review to be added later

### 9: Hail Caesar | Age Appropriate

*Hail Caesar! Follows a day in the life of Eddie Mannix, a Hollywood fixer for Capitol Pictures in the s, who cleans up and solves problems for big names and stars in the industry. But when studio star Baird Whitlock disappears, Mannix has to deal with more than just the fix.*

*Women, work, and wages Why I Left Harrys All Night Hamburgers I read, you read, we read The red scarf girl book Systems Engineering Using Particle Swarm Optimisation International management helen deresky Toni Morrison (SparkNotes Library of Great Authors (SparkNotes Library of Great Authors) Political Disaffection in Contemporary Democracies Matching of asymptotic expansions of solutions of boundary value problems Visual basic hindi notes The tempest second edition Old Turkish Tales Physics of high energy density. V. 1. History 1755-1910. Conference on Tax Research, 1975, Washington, D.C. July 17 and 18, 1975 Women of color on the front line Celene Krauss Siege of the Peking legations The entertainer easy sheet music For a moment there was silence. Then the demon laughed, if smoke can be said to laugh. The laugh itself w Intelligent vehicle-highway systems (IVHS) Audi s6 owners manual Joseph Schumpeter and Dynamic Economic Change Capitalism as / William J. Riggs. Biology, Medicine, and Surgery of South American Wild Animals The men for the age Getting what you want from the government, the courts, and private persons Market: Concentration Secular music in America, 1801-1825 Nvidia geforce gtx 260 manual The Diariusz podrozny</i> of Pylyp Orlyk (1727-1731 (Harvard Library of Early Ukrainian Literature: Texts) Fodors upCLOSE Ireland Case management in human service practice Spiritual experience: A believers frames Energy work the secret of healing and spiritual development Christian Inculturation in India (Liturgy, Worship Society) Chronology, Oscar Wilde his times Louise Vaughan. Atlas of breast disease Ancnt Wisd Mod Man Proceedings of Indonesian Association of Geologists Flaming Carrot comics presents Flaming Carrot, man of mystery!*