

<<实用艺术英语教程>>

图书基本信息

书名：<<实用艺术英语教程>>

13位ISBN编号：9787560962191

10位ISBN编号：756096219X

出版时间：2010-8

出版时间：华中科技大学出版社

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页数：176

字数：300000

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前言

我国的改革开放走过了三十余年的路程。这三十多年来，为了学习西方先进的科学技术和文化艺术，我国各行各业都在学习英语，甚至出现过全民学习英语的热潮。

回顾这种大规模的英语教育，我们既有成功，也有失败。

说成功，是因为很多人的英语水平获得了大幅提高；说失败，是因为英语学习的“费时低效”问题仍未得到很好的解决。

今天，经过三十余年的发展，我们的国力雄厚了，国际地位提高了，我们的科学技术和文化艺术开始走出国门，走向世界。

那么我们还需要学习英语吗？

答案是肯定的。

在经济全球化、文化多元化的背景下，我国与其他国家在政治、经济、科技、文艺等方面的交流日益频繁，而能担当这一国际交流工具的语言目前仍然只有英语。

汉语要胜任这一角色或许还要再过三十年。

因此，我们应该继续学习英语。

但是，我们必须打破以应试为目标的英语教育模式，提倡“实用为主、够用为度”的原则，以培养学生实际应用语言的能力为目标，突出教学内容的实用性与针对性。

同时根据不同专业和不同学科的具体要求，多层次、多渠道地开展英语教学，以适应社会对英语人才需求呈现多元化、专业化发展趋势的要求。

人们常说语言是载体。

我们学习其他学科的知识都要通过语言这个载体。

换言之，科学技术、文化艺术等学科的专业知识既可以用汉语表述，又可以用英语表述。

逆向思考一下，如果以科技、文化、艺术等为专业的人通过用英语表述的专业书籍来学习英语知识，那么他们的专业就成了学习英语的载体。

事实上，无论我们是用专业还是用日常生活作为内容来进行教学，只要表述的语言是英语，其基本的语言规则就是一样的，不同的只是运用的词汇和某些特定的表达方式而已。

科技英语、经贸英语、法律英语等就是利用专业为载体来学习英语的实例。

其优势是将各学科的专业内容和英语教学密切结合起来，让学生学习自己最熟悉、最感兴趣的话题，这样就能最大限度地激发学生的学习热情，从而获得最佳的学习效果，解决“费时低效”的问题。

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内容概要

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1 History will remember 2009 as the year that Hollywood embraced digital 3D technology. The film industry is clearly banking on the technology to lure audiences out of their home entertainment "cocoons" to the cinema screens. 3D movies have often generated much more revenue than 2D versions of the same film, a potential boon to the entertainment industry.

2 Three-dimensional technology — the ability to add the appearance of depth to a flat image typically when viewed through special viewing glasses has been the movie industry's answer to outside competition on and off for more than 50 years. No longer a gimmick for sci-fi and cartoons, 3D is changing the way movies are made.

3 3D movies — whether computer-generated animations or live action — are created by effectively having two cameras shooting side by side. When the results are projected, a viewer in polarized 3D glasses interprets the dual images as a single image which appears three-dimensional, with characters and props apparently leaping off the screen. The rise of 3D technology for movies will force a change in how directors tell stories.

4 Today Hollywood is turning to 3D movies more than at anytime since the 1950s to boost ticket sales, and now enjoying a digitally fueled renaissance. Every so often the movie industry gets worried. And every time it comes up with the same answer: "Let's make films in 3D!"

"Now is one of those times and there's a whole world of 3D technology about to hit the market. 3D movies are crawling their way out of the history books as a 1950s fad and becoming a popular option for movie theaters."

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