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The topic of my presentation is nature and horror in Tolkien's Legendarium nature is a prominent theme throughout Tolkien's writings, he pays close attention to his natural settings, using the nature created to support his stories.

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In fact, Tolkien describes nature as the basic element of Tolkien stories. While nature one looked at the dichotomy of nature and technology and Tolkien's works is often included with good Tolkien's depictions of nature are more complicated repeatedly throughout

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his works his descriptions of nature are meant to evoke a feeling of horror or dread in the reader, and to represent the embodiment of good.

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The setting, nature has run posted allows Tolkien to create tension and convey the direction of the plot as conflict approaches, with the horror of the natural world foreshadowing events to come nature itself becomes one of the orders on characters' journeys

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and contrast earlier natural settings that we're safe peaceful.

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This thing can be seen in all three main works and Tolkien's legendary him as he repeatedly shows in his works that nature takes on a more complex role than just representing the force of good and describing the natural world which is Tolkien's twisted talking

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creates a sense of reflecting lightning tension of the plot through both the active opposition of the environment and the passive atmosphere, provoking

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or the talking in books with his descriptions of nature is heightened through its contrast to make sure that it's good, and his characters often start out with a deluxe settings, which fulfill a variety of different roles and the narratives.

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For us argues against a black and white dichotomy of meeting technology or nature is always good.

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Technology is evil, the contrast between a peaceful natural setting in which is.

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I'm sorry the screen chair to seem to stop

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trying restart that quickly.

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Stranger seem to be working again for everyone. Yeah, we can see you again.

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The contrast between the natural settings and riches book start, and the more dangerous.

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This encounter later alive allows us to start with settings to have more impact, different types of nature shows that the darker settings are not nearly natural settings before.

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I've been corrupted into an unnatural dangerous nature.

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The Hobbit and Lord of the Rings start out in the Shire, one of the strongest examples in nature being equated with good.

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I'm talking describes the Shire as the hobbits came to it, it says, Dorian was reaching kindly. And though it had long been deserted when they enjoyed it.

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It had been before well killed, and the King once had many farms, Portland's vineyards and woods.

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In the Shire the nature is cultivated and controlled viewed positively due to its farms and fields token sets up the Shire as a place where nature is incorporated into daily life.

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The way that leads to people living there with a dog and inviting the showers of benevolence setting where the books can open up the characters that piece, before they invest into dangerous dreams.

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Other much officials fields and farmland. It is also described as having weapons and streams that contribute to it serenity.

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As habits are joining the Shire, they saw the lower land started with small clumps of trees that melted away and just seems to have been what one pays the scenery of the Shire is presented as nature idealised fields and trees that fall in the perfect

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no ground between wild and cultivated.

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The positive sentiment towards the nature in setting is hoping the characters as well. This is a photo that he's still in love with the Shire woods and fields in little rivers shields force and rivers makeup and started natural setting that serves as

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an embodiment of good within tokens works. I starting in this idealized setting token sets the expectations for the rules and the role of nature which has been able to support.

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While the Hobbit and The Lord of the Rings throughout and the Shire to someone else and spends much of its beginning balance for the land created and protected by the valor also meant to be a place of safety and beauty.

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It's angelic and harmonious properties come from the heart uninterrupted and on Lord, open this card set by saying their with their houses, their gardens and their towers in that part of the land, the valor gathered great store of light and all the various

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things that were saved from the ruin, and many others yep fair they made a new and melon or became more beautiful even the Middle Earth in the spring Florida, and it was blessed for the dead forest walk there, and they're not faded no weathered, neither

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was there any stain upon flower or leaf in that land, or any corruption or sickness and anything that lived with a very stones in the waters for holiday Eleanor's describe this beautiful free from any light, and it's the most idealized form of nature

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that exists in order, even more so than the Shire it embodies all that is good about nature, a safe haven where its inhabitants for protect this only in departing from this land, the characters for when change shipped by the challenges with the outside

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world.

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Like the Shire Eleanor's carefully cultivated and controlled described as the part of land, one which the power have power over human nature is not wild but cultivated to create a hospitable environment.

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It is this environment that the battler offer as home to the elves. Among the reading flowers of the tree Leaf Gardens without an arm, and they're in a deep valley that ran down to the sea, the elder raised Green Hill.

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Tonight, it was called from the west, the light of the trees fell upon it. the remains of the stream for killing the dark weeks to silver and gold and it patched on the aisle.

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Eleanor is this contrasted with the darker environments and harsher realities the helps MySpace when they leave for Middle Earth by starting out in a deluxe settings token is able to lead her call attention to his darker and more horrifying things.

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were east of the mountains with a mom.

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In contrast, contrast to the peaceful settings or concerts out in the nature of his characters encountered is not sleeping well and as he uses nature to build one.

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In many cases, he uses nature that has been posted on its own, such as the old forest, and the old force nature has gone away that is unnatural, particularly in regards to the sentence of the forest.

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Mary ones the others about the old horse saying everything in it is very much more alive, more aware of what is going on, so to speak, then things are in the Shire.

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The trees do not like strangers, they watch you at night things can be most alarming.

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Not only is the fourth sentence.

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That is also hostile to intruders including the hobbits this hostility creates a sense support through the feeling of being watched and surrounded by unfriendly beings.

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Mary's warnings it's not the anticipation of the dangers, the hobbits will face as they travel through the hostile setting, and the comparison to the Shire shows the divide between the safe and the dangerous as they make the journey.

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There was no sound except for an occasional drip of moisture fallen through the still leaves.

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For the moment, there was no whispering or movement among the branches, but they all got an uncomfortable feeling that they were being watched with disapproval deep into dislike and even enmity, the feelings that we grew until they found themselves looking

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up quickly are planting back over their shoulders, as if they expected a sudden well

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foreboding full force has grown into the evil and on natural setting. Due to its hatred and hostility.

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Indeed, as the habits continue to make their way through the forest, they are directed towards danger by the force itself as it changes the environment to force them to travel one way or another.

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Well, or the forest starts out as atmospheric it then comes from the active opposition of the forest itself, working against the hobbits tokens descriptions of the old for stability to interfere with the hobbit stream makes it a greater threat, kind of

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typical not intend to natural setting.

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Another way, hoping uses nature to talk or is through nature corrupted the twisting of nature into something darker and more dangerous can be traced back to Makkah in the morning of Arda.

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Nonetheless, the evil of Makkah and the blatant this hatred flowed out dense and the spring of art. It was hard, doing things fall sick and rotted, and rivers for choked with me It's inspiring and things were made rank and poisonous the breeding police

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slides, and for screw dark and perilous thoughts of fear and be speaking monsters of one and I agree, and died the earth with one in the opposite of it pours lambs were broken and Caesar was in trouble.

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And when the lamps was filled with destroying flames poured out over the earth and the shape of art and the symmetry of its fires and plans, was hard enough time, the imagery of mockers impact on the world is a senior for with blood and destruction covering

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the land symmetry comes about from a conflict between the other valor and no court, in which Morocco destroys the good nature and corrupts it to his image.

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But argues for levels of evil in nature due to mockers actions or some environments like Eleanor meaningless, while others range from the ordinary to the corrupted, or takes an active role in twisting nature and turning it into a setting with the ability

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to harm its inhabitants tokens descriptions of course actions and ending the spring of art and first creates and make sure that it's dangerous and horrifying.

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Setting up the subsequent examples knockers creation of horrifying nature continues even after his initial actions in his conflict with the other valor token tomorrow creates a Middle Earth, that is very dangerous to its inhabitants.

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He twists nature to his needs. And in the north locker adult strength, and he slept not, but Washington labored, and the evil things that he had perverted walked abroad, and the dark consumer goods were haunted by monsters and sheets of dread.

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The nature that mockery encourages contributes to the conflict Sumerians as the inhabitants of Middle Earth face off against not only for himself, but also an environment in which he has done his best to make hostile and frightening.

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Unlike in the Hobbit and Lord of the Rings, the natural world if somebody feels blessed wonders and more eerie with dangerous looking everywhere.

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Likewise the plot of this so Marlene impulse conflict on a bigger scale than tokens other books.

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fortresses and won't much The location was constructed for the surrounding landscape this also affected.

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The first mention of the more junk comes as smoke recreates fortress with Tolkien saying about the gates here, the three Four Peaks of origins and degree of dark smoke was ever worry about them, the peaks of think origin surround with ever present smoke

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an ominous and threatening image. The horror coming from its atmosphere as a setting, rather than the nature as a force bonkers presence has twisted the nature into something dangerous, much like with the marina part of the descriptions token uses acting

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portions first introduction foreshadows the danger the setting of presents later in the courtroom comes back as the setting after the elves arrive in Middle Earth.

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They might first is captured as a place in this captivity.

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drinking one's rescue attempt, aided by the very darkness that had made came on the scene into the fastness of expose high upon the shoulders of thing guardroom he climbed and looked in despair upon the desolation of the land.

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The description of the land is decimated combined with squads of despair adds to the quality of the area.

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Leader again the boardroom is an important site during the featuring brand, as it is from the boardroom that then suddenly more fourth grade refers to flame that ran down swifter than Bell rocks from Oregon and poured over all the plane, and the mountains

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of iron belt forest fires of many places shoes and a few of them stink on the air, and pushed up we are Jalan perished and the fire devoured its grasses and it became a burned and desolate waste, pull up a shocking dust barren and lifeless.

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The description of the garden, and the nature around it during the procedure and grant focuses on that every aspect of nature.

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In version as a disturbing setting and it's passive presence, but also of course actively harming the characters, the fires and smoke, are all life creating fear for both the characters and the readers.

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Likewise the breaking of the features and acts as a turning point, after which fields cleans the upper hand against more, allowing him to post a greater effect and before.

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And only access another terrifying agonist separate from the core with her own goals and actions with the power to meet the surrounding nature hostile.

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She ate Mako with the description of the two trees, but they came to disagreement and parted ways on going from the north thinking to the wrong people.

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And the terror of darkness was about her, but by the power of knowing she was stayed and entered not engine builder, but a boat, long time ago the shadows at the precipice is in which draconian felt awkward.

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They became known as Eric for the mountains of terror and undead, or pass night them their life and light were strangled.

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They're all waters were poisoned.

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And bullies mountain such terror invoke deep fear among the elves who lived in the area. All the description implies that her environment posts some danger to anyone who passed through the main or her environment is atmosphere.

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Her presence, like my course is able to correct the very nature that surrounds her.

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Additionally, the description of her abode adds to the or a place for everything dies hidden in the dark.

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Will we create an environment with care to rival that adult quarters and her two cents continue this.

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She loves Slayer and the Lord of the Rings invokes a similar sense of word to employees habitat, one photo and Sam reach cures mumble, they are on the last stage of their journey before we to Mordor itself.

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At this point, they have faced many external enemies and we'll have to face even more for the quest is finished, but internally it sort of has been struggling against the pull of during as well.

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So can you says the horror of the natural set up the external conflicts, also the characters internal struggles by describing the approach to she loves player as the mountains seem to be trying, they're definitely breath to talk them to turn them back

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from the secrets of the high places, or to blow them away into the darkness behind it only knew that they had come to the end, when suddenly they felt no wall at their right hand.

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They could see very little. Great Black Sheep was masses and deep gray shadows and above them and about done.

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Now and again in a moment they were aware of tall peaks dimly the hobbits could discern Paul cares and jacket pinnacles of stone on either side.

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Between which were great crevices and fishers of black, then the night, were forgotten winters had not been carved carved in stone.

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And now the red light in the sky seems stronger coming to this place of shadow.

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The environment itself is against the characters, Clinton area permissions, as well as the red sky all indicating danger.

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coming in Barbies that hoping creates an atmosphere of dread to slowly reveal the danger that we're creating a sense of foreboding heightening the tension and highlighting the danger for the protagonists in hesitation of what is to come, created by the

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natural environment creates a sense of work for the reader. But fear of the unknown that lies ahead for going

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into a player itself, the order grows as danger draws near. Talking draws on more of the senses to describe Frodo and Sam's experiences in the Lair.

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He describes killer saying, out of it came a stench, not the sickly odor of Tecate meets with Marvel, that's all week as it feel funny nipple was filed and boarded in the dark with it later adds the breathlessness of the air was growing as the.

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And now this is often in the dark sense and resistance thicker than the fall their sight, smell and touch or contribute to the image of the layer as a place that means death, the dread of shields layer sets up the conflict with the shield but it also

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sets the mood for the rest of photo and Sam's journey, the horrors of the events photo and Sam will have to face will only grow from here, and the terror of the environment into a player acts to transition them, and the rest of Middle Earth to Mordor

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Engaging senses, other than just site token enhances the core of the setting by creating a more vivid image in the Hobbit, it is Mark wood that fills the role of nature turns dark talking clearly states that mark wood was the worst of the perils that

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they had to pass before they came to the dragons tropical. The forest itself access and happiness obstructing their way forwards and policing posing a direct threat to their journey.

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Bobo and the doors are worrying about my foot by the arm tells them, your way through Mark what is dark, dangerous and difficult, and they're wild things are dark clear and Savage.

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I doubt very much whether anything you finding work with will be hosting to eat or drink, there's one stream there. I know, black and strong which process the path that you shouldn't eat or drink of know Beethoven, or I have heard that it carries and

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and a great drops units and forgetfulness. And in the game shadows of that place, I don't think you will shoot anything for some horrible some without straying from the path that you must not do for any reason, they aren't spawning books up the anticipation

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of divorce and with that are to come.

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This warnings indicate that much of the horse has been corrupted in some way, making the plants, animals and water unsafe to eat or drink.

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Additionally has said we are wanting to stay on the path. This mystery and fear around the possibility of losing this morning is reiterated by Gandalf who says, Don't steal don't stray off the track.

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If you do this 1000 to one you will never find it again and never get out of their new safe paths in this part of the world.

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Talking includes repeated warnings to emphasize the importance of the instruction and the dire consequences of disobeying, all of which materialize when you do, in fact,

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as the company enters martland, the descriptions of the forest become even more ominous soon after entering they find that they see the forest coming as it were to meet them or waiting for them like a black and proud a wall before them.

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Sounds began to draw and upon them, birds began to sing less, there were no more beer, not even rabbits were PC.

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The lack of living creatures that one would expect to find in a forest is the first sign that this is not an ordinary forest. This departure from the expected continues to the contributes to the foreboding viewing of the forest, the silence of anticipation

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of some horror that has caused all creatures to flee the plants in the forest also contribute to the ominous nature of the setting their appearance contributes to the general creepiness of the forest, as their trunks, are huge and our old.

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Your branches twisted their leaves were dark and long, it grew on them entry on the along the ground.

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Both the plants and animals of the forest greatly indicate the danger of the setting the forest having grown twisted and darker than a typical forest.

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As a journey further into the forest, or increases even more token creates a sense of horror, by contrast and all his characters know with what it's unknown.

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For example, He writes, there were queer noises to once scuffling kings and creams and the undergrowth, and among the leads that we piled endlessly places on the forest floor.

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But what made the noises he could not see the presence of something unknown me noises in the forest adds to the area atmosphere. I spoke the major and the characters lack the knowledge of whether or not these beings are dangerous.

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Talking does this again describing the eyes that Bobo can see there's a yellow or green or red or green eyes stare at him from a little distance, and then slowly fade and appear and slowly shine out again in another place.

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and sometimes they will clean down the branches just about him. And that was most terrifying.

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But the artists that he liked the least were horrible pill bogus sort of eyes, being watched by unnatural eyes from all around increases the care, being watched without knowing the watchers establishes the feeling of danger and the fear of the unknown.

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As Bilbo underdogs continue to endure the forest, the ominous atmosphere wears on everyone's notes and leads to decisions that create further conflict, the horror of the setting of Mark wood increases when the giant spiders appear.

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You don't see the spiders right away, but rather to nasty things they saw with a complex dark complex with threads extraordinarily often stretch from tree to tree, or peopled in the lower branches on either side of them.

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In the context of the previous descriptions of the forest. This is just one more way in which work with acts as a twisted version of a typical forest leader, the reason for these unnatural complex as explained, and becomes an imminent threat to Bilbo.

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It is then that the great spider came from behind him and came at him, he could only see the things eyes, but he could feel its hairy legs, as it struggled to wind up on multiple threads, round and round him.

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Those encounter with the spider creates a sense of horror as well.

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He's only able to see the eyes, because you're watching eyes, ears in the forest, but he can still feel the spiders.

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Spiders are to be expected in a forest, but just like everything else in the marketplace, the spiders have grown into a twisted version of the expected.

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the barrel downs as a separate zone, in which was set up as the hobbits enter a new space token sets up the danger posed by the bare bones by explaining their reputation.

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Before the characters encounter it saying bear downs, had a sinister reputation and hobbit one getting as the forest itself.

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The comparison to the old forest sets the level of expectations and links between settings together as examples of nature that have become horrifying.

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The first actual description of the Barrow downs, is that on that side the hills were higher than looked down upon them, and all those hills were crowded with Green Mountains, and on some we're standing stones, pointing upwards like Jabba teeth clean

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guns.

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guns setting, with the house looking down on them makes the hobbit seem small And vulnerable to their environment, increasing the danger of the baritones post them talking description of the stones like jacket teeth creates a creepy and unsettling image

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that contributes to the anticipation of danger.

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As the hobbits continue towards the Barrow downs, more and more of their surroundings turn ominous threatening danger.

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Talking describes the sun, the pill and water yellow was cleaning through the misty just a blip the west wall, the hollow, in which they lay north, south and east beyond the wall the fog was thick cold in the air was silent heavy until the silence creates

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anticipation, with a chilled fear over the dangers that had poked uses nature to convey the level of dangerous but hobbits as they get closer and closer to their downs, more nature turns theory and ominous to build fear and their leaders, even as they

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looked out and dismayed what's the setting sun, it seemed before their eyes into a white sea, and a cold gray shadows spring up in the East behind the fog rolled up to the walls and what is it about them.

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And as it mounted it bent over their heads, until it became a roof. They were shutting the hopelessness.

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The fog books, encloses the habits and obscures their surroundings, the closer the fog the poster the feeling of danger, the danger of the paradigms reaches its peak, as the habits are trapped ominous atmosphere can be right the natural setting, his office

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pays off as the barrel it appears right it was described as really realizing the extent of the danger when he was suddenly aware that it was getting very cold and the up hero when was beginning to blow, an icy when the change was coming in the weather.

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And this was long past now and trends and patterns. His breath was smoking, and the darkness was less near and the weather hope signal the danger. The cold brought by the wind contributing to a cold feeling of dread.

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The horror reaches its peak just before the barrel wait arrives, danger present but still unknown, the hobbits encounter with both the old forest and the barrel downs just shortly after starting out on their journey.

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Since of the many dangers to come with talking interesting settings and these throughout his books to establish the dread of course

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leader in the Lord of the Rings, the dead marshes axis yet another such setting. Got one leads Frodo and Sam, through the marshes as they approach mortar.

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Their first impression of the market is as its described as it was already day, Oakland listen selling morning, and the marsh briefly and heavy banks know some pierced below cloud in the sky, cold and clammy winter still held sway in this forsaken country.

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The only green was the scum of lipstick need on the dirt, we see surface of the cell and waters.

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Dead grasses and rotting meat wind up in the mists like ragged shadows have long forgotten summers.

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The sun was riding high end goal now in this country with for so long, but only a passing ghost of her. They see below weird Hill, keeping no color and no one even prior to the reveal of the reason behind the dead marshes name is described as an eerie

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setting that box light and light.

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The obscured sun and the lack of living plants transformed the setting, from a normal Marsh to add more dangerous environment, setting that readers on edge, reflecting the girl intention in danger that increases as part of one Sam get closer and closer

00:29:20.000 --> 00:29:22.000

to Mordor.

00:29:22.000 --> 00:29:26.000

The order of the dead marshes grows, when the dead bodies in the water are revealed.

00:29:26.000 --> 00:29:42.000

Sam discovers this reason for the name of the marshes, pointing toward again, same trip to catching his foot in some old route or Kiko and came heavily on his hands, which same deep interest to us, so that his face was brought close to the surface of

00:29:42.000 --> 00:29:57.000

the dark near. There was a faint kiss a nice smell like up and lights flicker and danced and swirled for a moment the water below can look like some place with brand new glass to choose period.

00:29:57.000 --> 00:30:04.000

It is hands on the box spring back with the cry. They're looking dead faces in the water, he said with horror.

00:30:04.000 --> 00:30:15.000

Up to this point the marshes aren't on natural setting, but seems discovery of the bodies in the water increases, even the initial worth in a single moment, and do something much more sinister.

00:30:15.000 --> 00:30:29.000

The water was a foul smell and using textures repulsive. The dead marshes ads for the Lord of the Rings to the natural environment, creating the Warfield fearful mood as the characters draw closer to Mordor unnatural setting to discovery of bodies in

00:30:29.000 --> 00:30:42.000

the water and the danger that the setting poses to the characters all hope to create an atmosphere of dread and apprehension surrounding the Martians bombs explanation for the marshes only serves to add to that or.

00:30:42.000 --> 00:30:56.000

He explains the presence of the bodies in the water by saying the marshes has grown since then, swallowed up the grapes, always keeping keeping this description of the dead marshes as something growing and moving and the personification of the setting

00:30:56.000 --> 00:31:02.000

contributes to the horror as it leaves room for the possibility that the dead marshes may grow even further.

00:31:02.000 --> 00:31:10.000

In many prior settings talking the light on the unknown to create a sense of horror. However, in the dead marshes, that is the increased knowledge of the setting.

00:31:10.000 --> 00:31:22.000

That makes it more and more horrifying slightly unnatural setting to discovering the bodies to hearing the story of how it formed. Each piece of information only adds to the or.

00:31:22.000 --> 00:31:27.000

In this instance, it is not the unknown to known that is frightening.

00:31:27.000 --> 00:31:37.000

In conclusion, tokenizes nature throughout this works to invoke for to signal to the reader the direction of the story.

00:31:37.000 --> 00:31:52.000

cans able to create a greater sense of horror by not doing so every time giving purpose to the times in which he uses nature to create more support comes from natural segments that have grown and unnatural ways in an ominous atmosphere that suggests danger,

00:31:52.000 --> 00:32:11.000

examining the ways in which will can use this nature to convey horror and his works allows for a more nuanced look at the role of nature in Tolkien's Legendarium.