

fazer jogo mega da virada pela internet

<p>Albin Grau (December 22, 1884 in Leipzig-Schönefeld March 27, 19) Tj T* E

production designer for F.W. Murnau's Nosferatu (1922). He was largely respo
nsible for the look and spirit of the🍉 film, including the sets, costume

s, storyboards and promotional materials.</p>

<p>Nosferatu</p>

<p>A lifelong student of the occult and member of Fraternitas Saturni, und
er🍉 the magical name of Master Pacitius, Grau was able to imbue Nosferat
u with hermetic and mystical undertones.[1] One example in🍉 particular w

as the cryptic contract that Count Orlok and Knock exchanged, which was filled i

n Enochian, hermetic and alchemical symbols.🍉 Grau was also a strong inf

luence on Orlok's verminous and emaciated look. Grau claimed to had original

ly gotten the idea🍉 of shooting a vampire film while serving in the Germ

an Army during World War I, when a Serbian farmer told🍉 him that his fat
her was a vampire and one of the Undead, though this story may have been fabrica

ted to🍉 promote the film.[2]</p>

<p>Before Grau and Murnau collaborated on Nosferatu, which was shot in 192

1, Grau was planning to create several🍉 movies devoted to the occult and

supernatural through his studio, Prana Film. Since Nosferatu was a loose and un

authorized translation🍉 of Bram Stoker's Dracula Prana had to declar

e bankruptcy in order to evade infringement lawsuits. This made Nosferatu its on

e🍉 and only release.</p>

<p>The Weida Conference [edit]</p>

<p></p><p> 16, 2004 AU: november 25,2004 EU: December 3, 2005