

Hey Y'all!

What's up!? Happy Sunday! Hope everyone had a great week! Really not much of a spiel today, not gonna repeat my usual spiel, you guys get the gist, lol! I hope everyone has a happy holiday season if you are celebrating any holidays in the upcoming weeks! I hoped to review some actual Christmas movies this year, but I might not get the chance! My usual go-to holiday films are *Jingle All The Way* and *Home Alone 2*. Those two films are classics but from different eras and might not seem super relevant to today's world and I don't really feel the need to review them. I would certainly like to know if you guys have any favorite holiday films, send me some recommendations or just any reasons why any particular holiday films are sentimental to you!

This week the Cavalcade is going super topical, reviewing a film that was released very recently! I guess that's all for the spiel! As always links to the MRC Sign-Up Form, Cavalcade Archive, and Cavalcade Categories can be found below! And as always any feedback or recommendations or any thoughts is always amazing and much appreciated! On to the Cavalcade!

[Spider-Man: No Way Home](#) (link to the teaser trailer) is not really a film. It's more the Marvel Cinematic Universe itself showing it's age.* A pop cultural cross-promotional juggernaut of an extravaganza for the globalized film era, run-amok. With box office proceeds already pouring in, merchandising up the wazoo, video-games, ancillary properties, theme park rides, ect, ect, the goose of this film was already cooked long before it's actual release date.

What can I say about *No Way Home*? Any 11-21 year old would enjoy it or enjoy hating it. Any geek would geek-out over it. It magically brings together the two previous film incarnations of Spider-Man (for a total of 3 Spider-Men featured in *No Way Home*) and the villains from those earlier films and mashes all those characters together while managing to hit variations on the same plot points and character arcs from those same earlier films. *No Way Home* is less a film than the culmination of a never ending time-loop. The Spider-Boy who, for demographic reasons, is never allowed by his corporate overlords to become a *man*.

There is only a very thin narrative to be found within *No Way Home*. Instead of an actual story, the entire movie is more a casting stunt, a mash-up gimmick mixed with astounding cinematic special effects to create a kind of sad, derivative, mostly hollow (except for the many ways it winks at it's audience) work-of-"art."

It's a commercial film costing hundreds of millions of dollars that teenage kids will ignorantly distinguish themselves against. With young kids who are already fans of Spider-Man and Marvel being inundated with marketing across social media platforms and television and video-games in order to prime them like zombies to be eager to watch this film. And with kids who define

themselves by their very opposition to these kinds of commercial big-budget endeavors finding their own meaning in ridiculing the film and the type of people who would enjoy it (and their opposition being equally marketed to by those same corporations shilling Spider-Man), and of course an additional mix of all sorts of other kids and people with their individual or like-minded opinions.

And there may be many folks like myself who kind of smirk at seeing the improbable happen. For the Marvel squad of writers to stitch together a basically coherent (if you don't think about it for more than one second) story which involves a multiverse of dimensions and gives rushed closure to the Tobey Maguire and Andrew Garfield iterations of Spider-Man.

But where do you go from there? Marvel themselves seems to have no idea, as they basically reset the endless time-loop by the conclusion of this film and leave the door open for yet another reboot of the Spider-Man character and film-franchise.

I just find it odd, is this all the audience is allowed? Just to have an opinion on this film? Another think-piece which only serves to further promote the film itself. Not to question what this film being given such a large berth as a socio-cultural object says about what is and isn't allowed to exist within our minds as part of our joint, reflective cultural conditioning as a society? To be given these emotional scraps and plays on the nostalgia of our youths from the mighty international corporations like Disney (a conglomerate whose empire stretches way past just fictional entertainment and reaches into, in wide swathes, the real world, including how that real world is presented to us as part of ABC's global corporate news division).

I pine for a time when a giant corporation will spend 200 million each on 6 films in one year that are all original properties and not derivative of any story or character already ingrained within pop-culture. I pine for a time when consumers will have the ability to make a film themselves that has the look and feel of a 200 million dollar big-budget studio film.

Until we get there, the only logical place to go from here is *Spider-Man: The Virtual Reality Movie/Video-Game Experience*. Putting the viewer into the film itself as Spider-Man. I can see it now. We all go into our 5x5x10 foot boxes and attach a harness to our torsos and put on virtual reality goggles and then sit in a reclining chair and watch the newest Spider-Man film and take periodic breaks to pretend to shoot webs while a harness lifts us to and fro during action sequences.

Spider-Man: No Way Home is fine if mediocre entertainment for any normal yuppie folks and their kids, the poor and huddled masses (this category allow me to include myself, lol!); for the

shackled populace merely some more politically correct flickers on a cave wall. But to anyone who has seen all these superhero films from the beginning, from 2000's *X-Men* and 2002's *Spider-Man*, even if these people are not "woke," because of their endless regurgitation, the formula becomes apparent: the paint-by-numbers scenes and sentimentality, the lack of an actually compelling and exciting story, the absence of nuanced, multi-dimensional characterizations, the profusion of catch-phrases and hackneyed jokes, it all just becomes all the more glaring and grating, and this whole superhero enterprise can start to wear thin.

Well that's it for this week's Cavalcade! I hope everyone has an amazing week and enjoys the holidays! As always any feedback, recommendations, or any thoughts is always awesome! Much more next week and much more after that!

Peace Y'all!

-Nandhish

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*In the MCU's seeming reluctance to make superhero films with real drama and compelling narratives and instead resorting to utilizing gimmicks and spectacles to try and ensure they can continue making these films until "phase" ad-infinitum.