

# Hyperreality Prevails in Nolans Inception

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## Abstract

For the occasional non-connoisseur, year 2010 was the birth of a blockbuster of unexpected artistic value, a paradox of the mainstream. Even more of an oxymoron is the fact that a wide audience praised a movie of a high-complexity plot such as Inception, attempting to understand it instead of merely enjoying it as a distraction.

In short, Cobb, a runaway architect suspected of having murdered his wife tries to gain his way back home by doing business with influential men, whom he sells his expertise in the field of Inception. Cobb's most recent mission is to plant an idea in the mind of a heir - to liquidate his father's empire, via a multi-layered dream. This is how the concept of "dream within a dream" comes into being. The questions to be answered by the end of the movie are whether the inception succeeds and the heir dissolves the empire and whether Cobb is able to return to his children. The following lines will be an attempt at underlining the traces of hyperreality present in the plot and character psychology, aiming to prove that it is a leitmotif of this film. Hyperreality, as described by Jean Baudrillard, is the inability, prevalent in technologically advanced societies, to distinguish between the real and the surreal.

Two ways in which the hyperreal unfolds in the movie are primarily through Cobb's character and secondly, through the story itself. Cobb's greatest weakness lies in his deceased wife and his desire for escapism is fueled by his memory of her which he holds dear and revisits in his induced dreams. Restored by her side, he deems the dream to be superior in quality to the current reality and even has brief moments when, biased, questions which of the two worlds is the real one. In order to ensure that he is not part of someone else's dream, he uses a personal token to keep a check on what is real - this is where his inability to distinguish on his own the real from the surreal is most obvious. The story itself has its moments of uncertainty - the ending unfolds without us knowing whether Cobb really made it home or whether he was still dreaming; his token was supposed to stop spinning if he were to be in the real world yet the last screen shows it in perpetual movement.

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