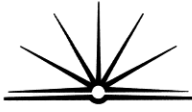




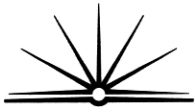
World War I ~~had to~~ (1914-18) was a significant event that impacted the development of dance within the era of 1920-60.

~~Althou~~

Although occurring slightly prior to this era, the repercussions of the first World War affected the entire world for decades afterwards. It ushered in the 'modern era', and brought about social, historical, cultural and political upheaval in the process. The early 20th century population was exposed to such horror, pain and suffering as they had never known, and this inspired a new generation to "search for truth, which may not be pretty".

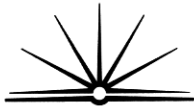


In dance the pretentious pride and infallible patriotism that the war appeared to connote brought about an ~~respect~~ interest in naturalism, and the essence of existence. ~~That~~ While established ballet companies around the world heeded this very little, the American Modernists as they came to be known, adopted it fully. Isadora Duncan, the "mother of modern dance" was the first to throw off her pointe shoes and dance in loose fitting garments that were reminiscent of Romantic times. Other artists soon followed suit, Martha Graham stating: "I only want to dance what is relevant to me". Many artists George Balanchine, also adopted this naturalistic



and 'essential' quality in his dance, rejecting the elaborate ornateness of previous ballets, and pioneering the 'neo-classical' style that was concerned with "pure movement". ~~Other~~ Many artists like Agnes de Mille and Martha Graham, ~~and~~ Balanchine (in his less abstract works) adopted an 'American' theme to their works - discussing American subject matter, ^{and} using idiosyncratic elements of the nation, such as modernist music and sets.

Evidently the impact of World War I has been great on the world of dance, as its influence spanned not only this artform, but also the visual arts ~~and~~ and music,



des which help to develop
dance as an artform more
wholistically and within a
broader artistic and cultural
context.