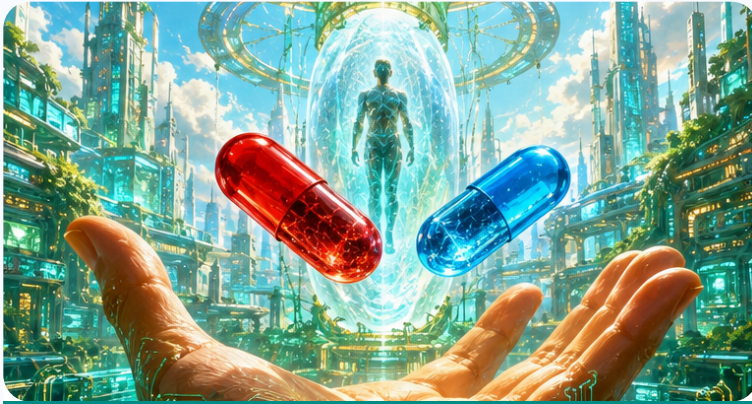




01 THE MATRIX

RELEASED: March 31, 1999

BY: Lana + Lilly Wachowski

STORYLINE · SPOILERS

Hacker Thomas Anderson, called Neo, discovers that ordinary life is a computer simulation controlled by machines. Morpheus and Trinity help him awaken, learn the Matrix's rules, rescue his friends, and confront Agent Smith.

MAIN CHARACTERS + ACTORS

Neo: Keanu Reeves

Trinity: Carrie-Anne Moss

Morpheus: Laurence Fishburne

Agent Smith: Hugo Weaving

Oracle: Gloria Foster

PHILOSOPHY + REALITY+

Descartes, Plato's cave, and the brain-in-a-vat question: could convincing experiences hide how our world actually works?



02 THE MATRIX RELOADED

RELEASED: May 15, 2003

BY: Lana + Lilly Wachowski

STORYLINE · SPOILERS

As machines threaten the human city Zion, Neo seeks the Source. The Architect reveals that the prophecy of "the One" and recurring rebellions serve the system. Neo chooses to save Trinity instead of following the prescribed reset.

MAIN CHARACTERS + ACTORS

Neo: Keanu Reeves

Trinity: Carrie-Anne Moss

Morpheus: Laurence Fishburne

Smith: Hugo Weaving

Niobe: Jada Pinkett Smith

Architect: Helmut Bakaitis

PHILOSOPHY + REALITY+

Choice versus determinism: if even rebellion is anticipated, what would genuine freedom look like?



03

THE MATRIX REVOLUTIONS

RELEASED: November 5, 2003

BY: Lana + Lilly Wachowski

STORYLINE · SPOILERS

Machines attack Zion while Smith spreads through the simulation. Neo and Trinity travel to the machine city; Trinity dies on the journey. Neo sacrifices himself to defeat Smith, securing a truce between humans and machines.

MAIN CHARACTERS + ACTORS

Neo: Keanu Reeves

Trinity: Carrie-Anne Moss

Morpheus: Laurence Fishburne

Smith: Hugo Weaving

Niobe: Jada Pinkett Smith

Oracle: Mary Alice

PHILOSOPHY + REALITY+

Machine personhood, sacrifice, coexistence, and whether digital beings or worlds deserve moral consideration.



04

THE MATRIX RESURRECTIONS

RELEASED: December 22, 2021

BY: Lana Wachowski

STORYLINE · SPOILERS

Neo lives again as game designer Thomas Anderson inside a rebuilt Matrix. Bugs and a new Morpheus program help him remember. He finds Trinity, now called Tiffany, and together they challenge the Analyst and begin reshaping their world.

MAIN CHARACTERS + ACTORS

Neo: Keanu Reeves

Trinity: Carrie-Anne Moss

Bugs: Jessica Henwick

Morpheus: Yahya Abdul-Mateen II

Analyst: Neil Patrick Harris

Smith: Jonathan Groff

PHILOSOPHY + REALITY+

Identity, memory, manipulation, consent, and whether people can create meaningful lives inside constructed worlds.

MATRIX VOCABULARY

Matrix: A shared simulated world built and managed by machines.

Neo: The protagonist who questions the world and learns to alter it.

Trinity: Neo's ally and partner; central to the final film's liberation.

Morpheus: A rebel guide; the fourth film introduces a new program.

Zion: The underground human city outside the simulation.

Oracle: A program offering guidance, prediction, and perspective.

Smith: A hostile program that becomes an uncontrollable threat.

Red / blue pill: Choosing disruptive truth or reassuring familiarity.

HOW CHALMERS SEES IT

Shared question: Could our experiences be generated by a simulation without our knowing?

Descartes: The movies modernize the evil-demon worry: convincing appearances may conceal their cause.

Important difference: The films often oppose "simulation" to "reality." Chalmers argues that a virtual world can itself be genuinely real.

Digital objects: A simulated tree need not be nonexistent; it can be a real object made of digital processes.

Ethics still matter: Even if virtual experiences are real, trapping or deceiving people remains morally wrong.

BONUS: THE ANIMATRIX

Released: 2003

This separate animated companion contains nine short films. It is not a fifth main live-action Matrix movie.

Several stories add background about the human-machine conflict, the creation of the Matrix, and people confronting unusual simulated experiences.

Best approach: Treat it as optional background after the original movie, not as required viewing.

BOOK-CLUB QUESTIONS

1. Would a simulated friendship be less meaningful if the people were real?
2. Is the Matrix's central wrong artificiality—or deception and coercion?
3. Could a machine or software program deserve moral consideration?
4. Would you choose the red pill if your present life was happy?