التكنولوجيا الرقمية Digital Technology في تصميم مواقع التصوير السينمائية الإفتراضية (دراسة تحليلية)

Digital Technology in the Design of Virtual Cinematography Sites (Analytical Study)

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Research Summary:

The feature films are made possible by the combined talents of a number of individuals dedicated to the industry's prosperity. Among these creators is the landscape designer, who ranks as one of the main creators of any feature film, whether filmed in or out of the studio.

The landscape designer contributes to presenting the visual background of vital importance to the feature film, and there is no limit to the field of landscape design, between a simple and complex design. The scenes have evolved very rapidly in the field of cinema, from mere backdrops to complexly constructed backgrounds, in this research.

Before the advent of digital technology, the use of traditional tricks and effects in photography was the only and best way to build and complete the landscape and exterior decorations in the cinematic scene

After the digital revolution, cinematic films achieved a great revolution that broke all borders and barriers. It changed the content of cinematic film and its industry style. After relying on celluloid tapes in making cinematic films, the 1990s began to show the effects of technological transformation with the introduction of the digital cinema industry

Recently, digital technology itself has been heavily applied to the film industry. The ease and flexibility afforded by digital technology and achieved in the field of cinematography has in itself created an innovative foundation. The use of computer-generated mirrors has helped to dispense with real- Has opened the way for cinematic production to reach new horizons, and today, landscape designers can easily design and execute any interior or exterior cinema landscape with modern digital technologies. And thus does not constitute any obstacle to the productive bodies.

This study has examined examples of films such as The Jungle Book 300 as a fertile material for complex and complex film scenes, to demonstrate the importance of using modern digital technology to implement cinematic scenes that are a real development of the traditional techniques used as an alternative to the construction of large external landscapes that raise the level Also technical

Research problem:

In recent years, 3D technology has been able to impose itself on many industries in the world, such as computer games and videogames, to create a virtual reality that is close to reality. The film and television industry was not isolated from the impact of this technology to be employed in a large number of films has led to an increase in the number of films produced through 3D technology

The research problem examines the impact of technological developments in the film industry on the design thought of the landscape, and how the requirements of landscape design influenced the progress of the cinematic techniques.

Methodology

The research was based on an analytical descriptive approach to the technological development of the film industry, how film designers benefited from it, as well as studying the design requirements that led to its development or the emergence of new technology that meets the requirements of the designer. And community.

Objective

• Responding to research and analysis of the characteristics of this evolution in the cinematic scene, by a quick review of the various methods and techniques used in cinema to complete the new cinematic scene

• Knowledge of the evolution of the cinematic scene through the achievement of modern digital technology on the film.

• Learn about the impact of computer entry on the construction of complete scenes and decorations for film works, through virtual studio techniques, which came at a later stage in the evolution of virtual reality technology.