

## دور التقنيات الرقمية في تغيير مسار صناعة أفلام الدمى المتوقفة الحركة

### The role of digital techniques in Stop Motion Puppet features

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#### Summery:

In this research, the researcher cleared up the importance of modern technology usage through a self-experiment he prepared using the traditional techniques of movable puppets art by stop motion puppets technique, and mixed it with the other techniques got by using computer software such as: catch, Z brush, 3dmax, poser, and other graphic programs in addition to the usage of modern technology in the field of 3d object sprinting.

The researcher executed a practical experiment in this research and explained it theoretically using pictures and lines analysis.

The research aims at confirming the role of stop motion puppet, developing them, and confirming the role of modern digital technology in the development of arts to explain the secrets of this technique and to get some suggestions through the self-experiment of the researcher.

The project execution plan depends on the observation of materials, tools, and programs used to produce films of puppets and to shed light on some art works produced by this international technique and to analyze some scenes in which the traditional technique was mixed with the modern technique.

Last the researcher reaches the research results and reviews the recommendations of it.