

The technical development in the design and technological dimension of the films of the live movement in comparison to the animation films and the modern form towards more effective in the developmental media

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Introduction: -

Technology plays a role in the delivery of knowledge that serves human and technical development. In general, the Arab countries suffer from a problem in education, cultural enlightenment and the developmental thought of mankind. There is no doubt that cinema and television are tools of culture and knowledge through animation, its design methods and its production by different patterns which are considered its way and its influential language.

Problem: -

Due to the positive effect of the animated image as a communication medium as well as an effective mean in the developmental media and modern media, we need more time to stand on its different and multiple production patterns, especially live motion films against animation films and computer generated images to identify the evolution of both the design and technological dimensions for these patterns and to what the modern form of animated image has reached of patterns that increase its effectiveness and impact in this area so that we can provide a clear basis for who works on achieving strategies of developmental media and its objectives for most of the patterns of the animated image and some methods that are followed in photography and lead to the success of the process of communication and also because the issue of its existence patterns in the developmental media ,with its supposed nature and in accordance with its goals and strategies, is always scrupled between the means and purpose, and between the form and content and the attention to the relationship between the image and the show, simulation and live experience.

Objective: -

To shed light on the evolution in the design and technological dimensions of the design and production patterns of animated images and what the modern form of these patterns has reached to, to determine their contribution to the translation and activation of optical manipulations for the purposes of developmental media and make more enrichment for the role of animated images in it.

Methodology: -

Descriptive analytical methodology.

Keywords :

(Development media - animated picture patterns - animation films - design and technological dimension - live motion movies)

- Effectiveness of animated picture patterns in developmental media

In this research, animation films (animation and computer graphics) are superior to those taken from nature as a mode that can be activated and interact with the goals and strategies of development media. The production of computer animation requires a deep experience and great knowledge in special design programs that work Experts in this area, such as large companies, and require continuous training and high-level work on them, as well as require a long time and effort to produce a single scene, but recently appeared programs and sites that provide many programs and templates ready through which to produce a beautiful cartoon I can not say that through these programs a beautiful, simple and attractive film can be produced. Learning this new skill will undoubtedly open doors of creativity. In this regard, these sites can be used in the design of a film for educational, educational and awareness purposes. A large number of international and local companies have turned to this art (animation art, which some call mobile or graphic animation) to market their products and services, The Ministry of Trade and Industry explained the steps to issue a commercial register, etc. There are also a number of charities and charities that use this technique. This art is to explain its mission and objectives and the way to donate it. One of the reasons for the great demand for this type of art as mentioned is the ease and speed of learning, and the characteristics of the sites and applications of saving time and effort and the low cost and the need for representatives, photographers and filming sites as Real films, and do not overlook the element of thrill, excitement and visual impact that attracts large and small in this kind of art, and added an important element also is simulation, it is easy animation to work the scene of a volcano eruption or fall from a building, but my simple ability as an individual or teacher I can not represent On the ground, one of the characteristics of the demand for this art is also the ease of publishing clips and films in the means of social communication and the speed of circulation, these reasons made many sides go for this art.

Main results: -

- 1 - Digital technology, graphics programs and visual effects added new forms of animated images in which the live images are integrated with the animated images and the figures, and embodied a world of imagination in front of the viewer and the visual images generated by the computer became superior to the natural one taken from nature.
2. Computer generated images are superior to those taken from nature as a pattern that can be activated and can interact with the goals and strategies of developmental media.
- 3 - Special effects made by computer experts has become an urgent technical necessity for each maker to create a temporal and spatial environment and to create a simulation on the computer screen, which saves a lot of money at the production level, which is alternative to the construction of huge decorations or large groups that are difficult for (the worker of art and his team) to control.

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