Effective Use of 3D Technology in 3d movies to Development the Visual content of child

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Abstract

Childhood is the first stage which person goes through and the basic stone in building his personality, so the kindergarten stage is considered the basic educational stage for a person, through which he acquires many beliefs, experiences and concepts, and the child of this stage has specific cognitive and mental characteristics, so the cognitive development represents the most important aspect of growth which corresponds to mental functions such as problem-solving, inference and knowledge. It is also divided into thinking skills, conceptual development and perception.

With the advancement of technology there are many educational methods that work to develop the cognitive development of the child, as well as new technologies in the field of image. Three-dimensional imaging appeared with its various techniques to give a sense of depth and is represented in virtual reality, holographic and stereoscopic cinema.

In addition to the emergence of the latest cameras in every technology, for example the cameras used in stereoscopic cinema

Z CAM K1 Pro, Vuze XR 3D VR180 °, insta360 EVO 3D / 2D Convertible 360/180 ° VR Camera

And the cameras used in virtual reality "Z CAM V1 Pro Cinematic VR Camera, YI Technology HAL, 360 Precision LTD Facebook 360Surround Camera Bundle with PC Hardware"

And the cameras used in the holography "RED and Lucid Unveil 8K 3D Camera for 4V Holographic Photos"

When employing 3D technology to display the educational content for a child, this works to attract his attention, which leads to increase the process of perception, increases cognitive skills, and develops his visual content.

key words:

child –Holography –Virtual Reality– Stereoscopic cinema