

# **Effectiveness of using visual reality Software in lighting design for TV Shows and to which extent the virtual reality matches the implemented show**

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## **Abstract:**

The thesis examines the effectiveness of augmented reality programs and visualization programs designed to assist in lighting design, the extent to which they are used, and the extent of their impact on artistic creativity in lighting design.

The research discussed the steps of implementing and designing lighting for the technical show, lighting standards and rules, how to deal with the idea of the presentation and working on it, reading the scenario, and creating a timetable for the implementation of the design before the presentation with sufficient time and developing a plan for the implementation of lighting and the types of lighting that can be divided into the used light units and how to install and suspend them and then adjust their places and adjust its directions, adjusting clarity, how to integrate it into the recursive line of the artistic presentation, the importance of the experimental presentations for the technical presentation, and writing notes to modify the design according to the variables, and how to reach the best design.

The thesis presented some applications of programs dedicated to lighting design in virtual reality, such as ESP-VISION, WYSIWYG, ETC AUGMENT3D and MA3D, and the thesis presented some applications that can use screens with multi-touch feature.

Then the researcher implemented an application show for a competition program for Nabati poetry, and different Camera shots were shown between virtual reality and real reality.

## **Keywords:**

stage light, grandMA, MA3D, vectorworks, wysiwyg