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Post-Production of Digital Film and Television with Development of Virtual Reality Image Technology-Advance Research Analysis

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Abstract - Background: Virtual reality (VR) has steadily become a hot topic in society in recent years. VR virtual reality, as a medium combining computer technology, imaging technology, and human-computer interaction technology, offers both a new interactive narrative approach in the evolution of media and a new way of communication in the text-change era. Post-production is an important part of the filmmaking process. To ensure the quality of film and television works, it integrates pre-production and boosts job efficiency. Before using computer production software to complete the editing and processing of the film, film and television post-production must wait for the film and television production to be completed.

Purpose: The purpose of this article is to investigate the current state of VR reality application post-production of digital cinema and television, as well as the status of virtual reality in film and television post-production, to assist film and television post-production.

Methodology: A quantitative and qualitative method has been used as were questionnaire survey and a random selection of 50 students interviewed for digital image synthesis majors who have worked in digital cinema and television special effects production are used to assemble and assess the survey results in this study. The SPSS quantifiable programming is also used for preliminary research, such as determining predictability, consistent quality, and legitimacy.

Conclusion: The VR technology improves the programme by adding colour to the work. The use of virtual reality technology in late-stage film and television production has aided the development of diverse creative as well as film and television post-production.

Recommendation: Further study should be done simultaneously, the use of VR virtual reality technology has increased film and television production efficiency, cut physical set costs.

Index Terms - Post-Production, Virtual Reality, Digital Film, Television, Art

INTRODUCTION

1. Background of the study

The basic goal of cinema post-production is to combine many shots into a full film by processing the various elements that have been shot utilising specialised technology. The post-production stage of the filmmaking process is crucial. To guarantee the nature of film and TV works, it coordinates pre-production and lifts work proficiency. Before utilizing PC creation programming to finish the altering and handling of the film, film and TV after creation should hang tight for the film and TV creation to be finished. In film and TV, after creation is an extremely elaborate connection that includes various creative processes. To convey a completed film or TV work, use film and TV after creation to add a couple of enhancements, as well as alter and sort out recently delivered video pieces. The three main steps of post-production in film and television can be classified into three groups (Vertemati et al., 2019).

The most essential stage in the after most-production of film and TV works is focal point modification or focal point altering. Cutting and sorting out the various shots in the film and TV works so the focal points in the film and TV works have a harsh plan is this piece of the gig. Getting ordinary cuts of film and TV creations and afterwards reworking them, gathering shots with no focal thought or request into coherent, deliberate, and coordinated Storytelling material with the assistance of filmmakers. There are many different forms of editing, and not all of them are covered here. The director's ideas have a direct impact on the film's positive and negative aspects. and television work, as well as the editor's abilities, are all crucial (Chen & Yang, 2020).

Moreover, editing audio film and television productions rely heavily on sound. While the lens is being edited, sound, such as the soundtrack and dubbing, should be treated in post-production. There are two sorts of dubbing procedures available right now. To ensure that the dubbing is comprehensive and synced with the storey picture and work growth, record the sound concurrently. When editing the sound afterwards, the edited sound should match the edited picture. Then there's the post-production phase. This form of dubbing does not require a great deal of technical expertise. The lens is usually cut first, followed by dubbing by the dubbing crew. Only the volume needs to be modified at a later time. A superb film or television show's soundtrack is frequently more remembered than the film or television show itself. It must be integrated with the story's theme to establish the play's atmosphere, and it will aid in the creation of a situation (Huang et al., 2018).

1.1. Synthesis of special influences

The creation of special effects is an important environment in film post-production. Special effects have a long and illustrious history. A commonly utilised film and television production technology are gradually developing towards high-end. Advanced special effects technology must be used during the production process to obtain the desired creative impression, hence 3D technology is becoming more widespread. In a range of cinema and television productions, 3D technology is now frequently utilised. A three-layered virtual climate produced with PC innovation is known as augmented reality (VR). This innovation can transform two-layered films and liveliness into three-layered ones, offering clients a more vivid encounter and giving the crowd a superior review insight.

In addition, this article assesses what is going on and the problem of computerized film and TV after its creation with the advancement of augmented reality picture innovation by directing a poll study and arbitrarily choosing 50 understudies for advanced movie combination majors who have taken part in advanced movie embellishments at a university. The use of virtual reality (VR) in film and television post-production has resulted in the film and television industries diversifying their work, promoting the development of film and television post-production, and raising the overall level of post-production, according to the findings. Simultaneously, the employment of virtual reality technology enhances film efficiency, reduces the cost of arranging real-world scenes, and saves resources. Along with technological advancements. The way the film and television industries operate has changed dramatically. The use of photography equipment and the use of hypostatic tools for editing have both become obsolete. The film and television industries are increasingly dominated by computer graphics. China is developing digital film effect studios, which are primarily supported by computer graphic technology, as well as virtual reality photographing systems. And they're accelerating the growth of film and television production. The status has a significant impact on the improvement of hardware conditions (Li et al., 2017).

PROBLEM STATEMENT

In China. With advancements in digital software technologies. The state of cinema and television hardware is likewise evolving. The old mechanical shot has been moved to computer simulation, and computer simulation is evolving into integrated virtual reality technology. At present, there are still a few companies using virtual reality. But the author believed it. In the future. The direction of film and television made methods must be a combination of virtual and reality, and the application of hardware equipment and software complement each other .it will influence the development trend of the film and television industry (Zhang et al., 2020).

Virtual reality imaging technology's impact on the film and television industries As a result of virtual reality picture technology, the director's position in film and television is changing. This is because all those who have nothing to do with the performance, such as the videographer, are unable to be there during the virtual reality image production process. Unless the director is the same, they will wear it. As a result, the director can only express his or her opinions in the spaces between recordings, or re-shoot in the form of cards, as in the case of sports coaches. The director's role is similar to that of a drama director in several ways. Among other things, he may create and dress in costumes, music, walks, props, lighting, and performances. Using virtual reality picture technology, changes in storey structure, roles, and views in cinema and television works can be made. The impact of virtual reality picture technology on the film industry's selection of tales and film scripts is shown in the views, roles, and plot modifications in movies based on virtual reality image technology. Traditional film and television works differ greatly in terms of plot structure, narrative viewpoints, and tale characters. The full-angle film is a virtual reality image technology film. The audience's eyes are represented by the middle axis (Radianti et al., 2020).

To overcome this issue there need for post-production of digital film and television for the development of current VR image technology for better performance.

RESEARCH OBJECTIVE

1. To determine the importance of using virtual reality images in film effect production.
2. To examine the proportion of virtual reality technology in film and television production.
3. To evaluate the existing virtual reality image studio as the research object to predict the future development trend.

RESEARCH QUESTIONS

1. What is the importance of using virtual reality images in film to affect production?
2. What is the proportion of virtual reality technology in film and television production?
3. What is the available existing virtual reality image studio as the research object to predict the future development trend?

LITERATURE REVIEW

This section offers a review of the literature on the study's main topic. This literature review can help you gain a better knowledge of the subject as well as the study's goal. This article gives an overview of digital film and television post-production, as well as the development of virtual reality image technology in several fields, including the building sector. Perceptual, Virtual Reality Technology and Film Art also research the Prospects for VR Virtual Technology Application in Film and Television Art and defined and scope of virtual reality technology. In addition, we will look at the current state of virtual reality technology in this area. At the end of this review, mentioned the role of virtual reality technology in image visualization and film and television post-production

I. 5.1. Framework for Research Problem

1. Be used as a digital camera shooting instrument and real-time transmission in film and television production.
2. Be used of film aftereffects edit and palette in teaching the film and television production.
3. Be used to digital virtual reality and visual preview in film and television production.

II. 5.2. Perceptual

Another crucial feature of virtual reality technology in film and television productions is perceptual. The information flow between the technological equipment and the audience is dynamic when an audience interacts with virtual reality technology and the audience's perception in real-time. As a result, for the spectator to have a more authentic sensory experience, the screen displayed by the linked art equipment must be extremely consistent with the viewer. Augmented reality innovation might change a customary film into the present status of the screen, permitting the picture to emulate the crowd's development and proposition an alternate and practical picture as the crowd's development mode changes. Virtual reality innovation has been generally utilized in the realm of gaming because of this component, and individuals wear exceptional hardware to get a more practical game insight. There is as yet quite far to go in film and TV creation because of worth issues and specialized troubles, however, this could turn into a pattern in the field of film and TV over the long time (Lei & Kim, 2021).

Virtual Reality Technology and Film Art

Film and television art is an independent segment composed of a single lens, followed by a complete storey constructed by multiple independent segments, and virtual reality technology was widely used in the game field in the early stages of development, relying on post-modelling software to construct a virtual game situation, and virtual reality technology was widely used in the game field in the early stages of development, relying on post-modelling software to construct a virtual game situation, and virtual reality technology was widely used in the game field in the early stages of Although both games and movies give amusement, the art of cinema and television places a greater focus on shooting than gaming. Exceptionally vivid scene development and shooting approaches are the establishments for making film workmanship. For movie and TV works made with Virtual reality innovation, top calibre and superior execution proficient photography gear, like 360-degree cameras, three-layered cameras, light field cameras, and movement catch frameworks that can be shot in augmented experience, is expected every which way (Bao, 2022).

Furthermore, Viewers must wear a head-mounted device with similar features to 3D glasses if they wish to hear the conversation of the actors in the film or observe the fighting sequences of the characters at close range from various perspectives. These, however, Light leaking, reception latency, and viewer disorientation are all concerns with the device to some level. Film and television works of art benefit from the usage of virtual reality technology. Another key feature of virtual reality technology is "communication and interactivity," which allows viewers to freely access desired goods, choose their place, and observe in a virtual environment. In-depth descriptions of the characters in the circumstance. Subsequently, heads of augmented reality film and TV works have been scrutinized as far as how they assemble courses of action and design situations, how entertainers lead exhibitions, and how to bundle and adorn the result. Dissimilar to conventional two-layered space works, the crowd just ingests the image's feelings inactively through the tremendous screen from a remote place, not at all like normal two-layered space works. The crowd can uninhibitedly pick which scene or detail they wish to zero in on in augmented simulation movies and network shows, requiring the association of the producer. The plot, scene association, and prop plan of the work should be generally offered more consideration (Bao, 2022).

To attract the audience's attention, not only must a more condensed tale be used. Simultaneously, the work's scene props must correlate to the plot's content. To allow the audience to become completely immersed in the storey. Virtual reality films can assist performers in bridging the distance between the audience and the actors. As a result, the performers' performances must be more sophisticated. Virtual reality technology has the potential to increase the quality of film and television productions.

Prospects for VR Virtual Technology Application in Film and Television Art

Although virtual reality (VR) has become a popular topic among the general public in recent years, this "popularity" is only for the notion. Virtual reality is not extensively used in cinema and television, and it has yet to be formally released in theatres in the United States. A virtual reality film made completely on virtual reality technology. Technology can be a double-edged sword. Virtual reality offers some benefits, but it also has some drawbacks. The duration of the film is too short, and the control is less than 20 minutes, due to device constraints. VR innovation gives watchers an expansive assortment of survey encounters; nonetheless, on the grounds, of gadget limitations, the term of the film is excessively short, and the control is under 20 minutes. As the watcher's opportunity of decision develops, the trouble of VR film creation will move. The chief will in general work on the plot setting given the circumstances. Virtual reality innovation isn't a disadvantage (Du & Yu, 2020).

III. 5.3 Definition and Scope of Virtual Reality Technology

Unlike virtual reality (VR), which immerses the user in a wholly Virtual reality environment, augmented reality (AR) aims to display information that is directly linked to the physical environment. AR goes beyond mobile computing by geographically and cognitively bridging the gap between the virtual and physical worlds. Virtual reality is the use of computer technology to create a simulated environment (VR). Virtual reality, in contrast to conventional UIs, drenches the client in an encounter. Clients are

immersed in and ready to collaborate with 3D universes rather than checking a screen out. By duplicating however many faculties as could be expected under the circumstances, including vision, hearing, contact, and even smell, the PC is changed into a watchman in this phoney world. Close genuine VR encounters are restricted exclusively by the accessibility of content and the minimal expense of handling power. Creating this link is a big objective that requires expertise from a lot of different fields of computer science, yet it can lead to misunderstandings about what AR is. For example, many people associate the visual combination of virtual and real elements with the special effects in movies such as *Jurassic* Park and Avatar illustration has been provided in figure 1 (Carmigniani & Furht, 2011).

Figure 1. Virtual Reality Production Illustration

Technical requirements for development

High-end VR content must be developed with more technical skills and experience. Core VR development tools include:

- Design and prototyping software
- Game engines
- SDK (software development kit) of a chosen shipping platform
- WebXR Device API (for posting VR content on the web)

Publication Platform

The main destination for most VR experiences is the Steam shop, which hosts content for HTC Vive, Oculus, Valve Index, Windows Mixed Reality, and more. Most devices have dedicated shipping platforms as well. We hope that you found this overview helpful. If you're thinking that interactive high-end simulations are the right choice for you, keep reading as we will cover in detail the technicalities of developing such experiences.

Phases of Development Virtual Reality Technology

The development of virtual reality technology is no longer an undiscovered territory. We now have tools, tactics, and techniques that assist us in getting started from a lower starting position. Here, we'll go over the primary stages of developing virtual reality technology, as well as the tools and abilities you'll need (see Figure 2).

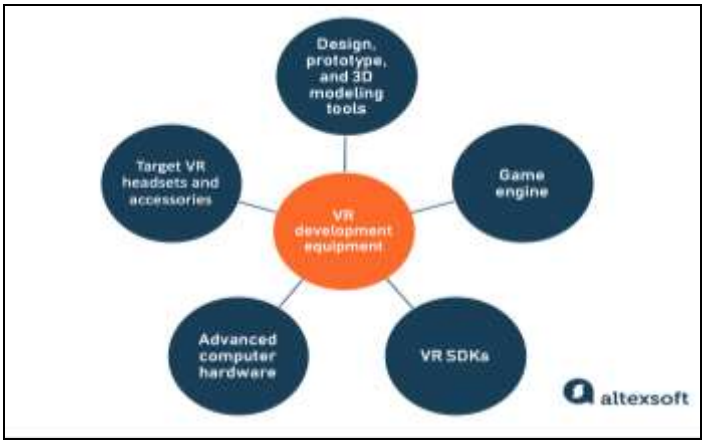

Figure 2. Basic VR Development Requirements

Sources: https://www.altexsoft.com/

Phases 1: Design, prototype, and 3D modelling tools

VR technology development, like other software engineering initiatives, usually begins with design. We say generally because this stage is sometimes bypassed for prototyping or educational purposes, and developers use components from community-run libraries instead.

Phases 2: Game engines

A game engine is an absolute must-have for developing interactive virtual reality technology experiences. Game and VR engines are programmes that demand programming and graphic design talents to create rich, immersive, and realistic worlds. The majority of today's popular VR engines are free (at least to a degree), readily integrated with VR platform-specific SDKs, and allow for extensive customization via APIs.

Phases 3: Platforms and SDKs

Of course, you can get into any market with cross-platform engines like Unity and Unreal, but any development requires you to choose a basic SDK to build your experience on. SDK is a plug-in that you install on your engine of choice. It includes materials, information, and approaches relevant to the engine and platform that shape the entire native experience for each device. You should start with each brand's official SDK, which is available among several community-provided APIs and tools. Phases 4 and 5 focus on advanced computer hardware and VR headsets and accessories, respectively.

IV. Role of Virtual Reality Technology in Film, in image visualization and television post-production

The transition from silent to sound, black and white to colour, and 2D to 3D may not be the only technological improvement in film. "These new "realities" are in a delicate stage of development, and they will usher in a new era of communication and enjoyment (Schütze, 2018)." It could be a greater artistic leap, similar to the transition from painting to sculpture or from photography to film. The film emerges from a two-dimensional screen's window and into three-dimensional space. VR movies lack a more mature model in terms of narrative logic and camera language, and there is still a scarcity of VR filming equipment that can match film level criteria, which is why they are unlikely to become popular shortly. Virtual Reality (VR) technology is the use of computer simulation to create a three-dimensional virtual world in which the user experiences visual, aural, tactile, and other real feelings via external interactive devices, resulting in a sense of immersion (Flavián et al., 2019).

However, in virtual reality technology cinema and television, interactivity has always been a pain point for producers, and it is now managed by assigning characters to the audience and having the show's characters converse with the viewers. Overall, virtual reality is a new medium that is motivated by the need to have an engaging experience. Virtual reality technology will usher in remarkable advances in the cinematic narrative, potentially taking it to new heights. Because of the changes brought about by the technology revolution, artificial intelligence, big data, and other factors, people are optimistic about VR. The practice of designing drawings, photos, and/or animations to express a message is known as visualisation. Visualization is becoming a more effective approach to communicating both abstract and physical information. The following are the key characteristics of VR and art design picture visualisation technology (Flavián et al., 2019).

Intuitiveness

Man has always pushed for faster and easier access to knowledge, from the dawn of civilization to the present era of digitalization. Men in the current period are searching for tools and techniques that will allow them to operate, record, and share information more efficiently, correctly, and securely. However, the amount of data produced is increasing every day, and the need for quality is increasing as well. To meet the demand, communication intuition has been gradually increased. The way information is sent has been enriched by a variety of techniques.

Multimedia is a type of communication that combines numerous elements such as text, images, and sound. Advanced sensing technologies based on human vision, hearing, and/or touch are also used for this purpose. Furthermore, complete multimedia technologies can be leveraged to gain access to other information resources. Modern visualisation approaches, in contrast to prior visualisation methods, rely heavily on extensive media. It is not confined to a single method or media, particularly in the case of art that combines VR technology. The amount of data required to fully depict the content of the presented objects and interactions are significantly more than that required by traditional visualisation methods (He & Zhu, 2022).

Interactivity

Even if the fourth dimension of time is included, the model can still be converted into an animation that can be shown to spectators in traditional visual design. The movement of the lens is created based on the designer's ideas, not on the need to attract onlookers. The interactivity of VR technology is its most notable characteristic. That is, the author abandoned the original visual path organisation in the VR display design. The viewer is given initiative, making human-computer interaction more frequent and lifelike. People can operate as they please in this environment, ensuring that the joy of experiencing interaction is always present. The existence of value and application of VR display design may be seen in this type of information feedback between man and machine. The use of virtual reality technology in information display has opened up a new technological avenue. With the use of virtual reality (VR) in visual design, potential constraints in picture art creation can be overcome, and a more expansive and appealing expression can be realised (He & Zhu, 2022).

Authenticity

The visual design of artistic imagery utilising virtual reality technology aims to create a realistic image that can be compared to a genuine thing. It is sometimes viewed as if it were a real item, despite its authenticity and surreal aspect. It will improve the

display if the designer can use his perceptual side in the design. If the imagination is exercised further, it may resonate with the audience, fulfilling the goal of eliciting emotional responses from the audience as shown in Figure 3 (He & Zhu, 2022).

Figure 3. Authenticity Visual Design Illustration

METHODOLOGY

The process used to identify, gather, and analyse data, resulting in a result based on observation, is known as a research methodology. And this is a combination of ways. Quantitative and qualitative methods are both available. Quantitative analysis is a technique for determining reciprocal frequencies as different quantitative factors to understand a phenomenon (Maxwell, 2008). Quantitative Technology is a sort of research that can be used when the investigation's estimate is uncertain. Digital film after creation is one of the required courses in movement creation and plan, advanced media, and different degrees. The poll addressed in this article is for college understudies who have partaken in computerized picture combination studies advanced film because of this setting.

This questionnaire was issued to 136 people, and 125 of them were recovered, resulting in a 91.91 percent recovery rate. Following the rejection of unqualified surveys, 113 valid questionnaires were employed, resulting in an effective rate of 90.4 percent. The next step was to choose 50 students for interviews and interviews. The poll is about the present state of virtual reality in post-production for cinema and television.

The content of the questionnaire survey focuses on whether virtual reality technology can be used to shape the role and ambience of a scene, the technical benefits of virtual reality technology in film and television production, and the issues that can arise. The results of the questionnaire survey were collated, documented, and analysed. According to a review of the current state of VR virtual reality, there are several challenges and flaws.

Based on a statistical analysis of the number and quality of virtual reality image studios in recent years in film production. Shortly the potential of this hardware situation, as well as the film behind the subsequent market, can be created in the piece, SPSS and SmartPLS were used. Virtual reality picture innovation is a three-layered virtual climate made with PC innovation. This innovation can upgrade the client experience by turning films, movements, and games into three-layered objects. Clients can have a vivid involvement in motion pictures and games. That, however virtual reality innovation can modify the sound too. Thanks to the same technology that enables visual television, sound can accomplish television effects. The advancement of virtual reality picture technology has resulted in massive digital cinema and television post-production.

DATA ANALYSIS

The findings of the questionnaire are sorted and classified using a questionnaire survey of students who have participated in digital image synthesis majors in the special effects production of digital film and television in this area, which includes experimental results and analysis.

Table 1 shows the 113 respondents' profiles. Their personal information was collected to analyse the characteristics of the respondents. The results clearly show that males account for the biggest percentage (74.4%), followed by females (25.6%). Males accounted for a larger percentage of the total. The results demonstrate that these findings' viewpoints are well-received.

Table1. Respondents Gender

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Male	67	74.4	74.4	74.4
	Female	46	25.6	25.6	100.0
	Total	113	100.0	100.0	

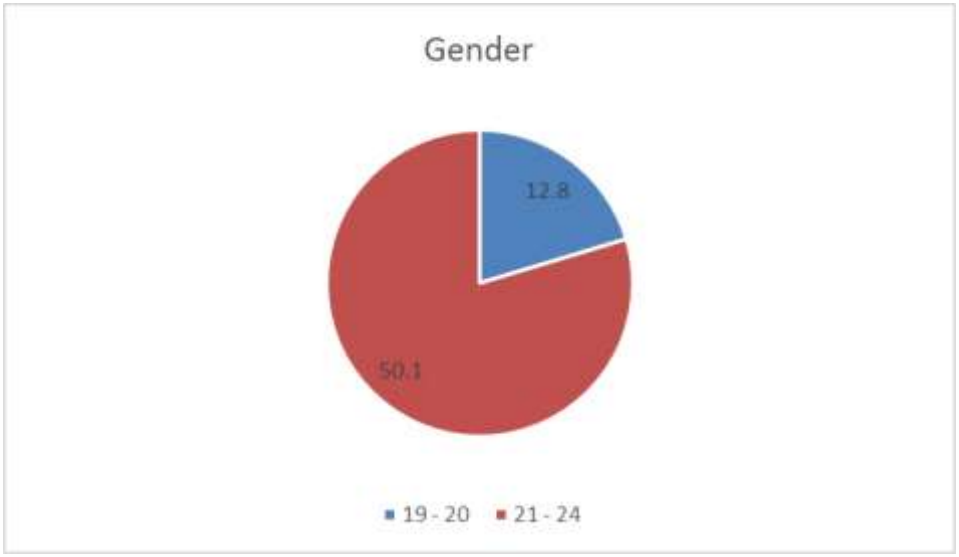

Figure 4: Respondent gender

Table 2 shows the 113 respondents' profiles. Their personal information was collected to analyse the characteristics of the respondents. The results clearly show that the biggest percentages are 21 – 24 (50.1%), 25 – 30 (21.1%), 31 and above (15.0%) and 19 – 20 (12.8%). The results suggest that the percentages in the 21–24 age groups were higher. The results demonstrate that these findings' viewpoints are well-received.

Table 2. Respondents Age

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	19 - 20	13	12.8	12.8	12.8
	21 - 24	46	50.1	50.1	52.1
	25 - 30	29	21.1	21.1	35.1
	31 and above	25	15.0	15.0	100.0
	Total	113	100.0	100.0	

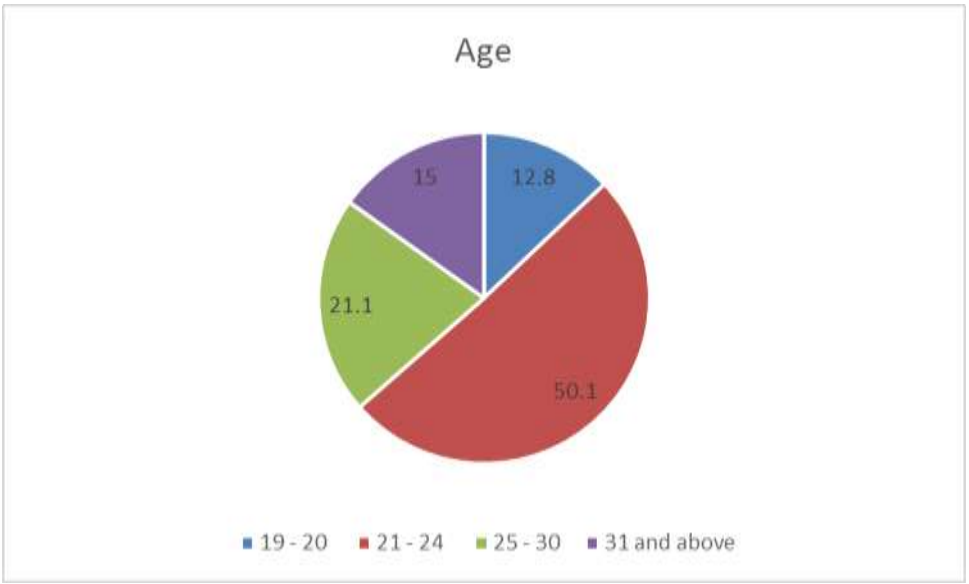

Figure 5: Respondent Gender

Table 3 show the current state and problems of digital cinema and television post-production, as well as the development of virtual reality image technology.

Table 3. Survey results of VR virtual reality in film and television post-production Content

Content	Identify	Disagree	Percentage
VR virtual reality to the shaping of the characters for help	109	4	96.46%
VR virtual reality is helpful to the atmosphere of the scene	111	2	98.23%
VR virtual reality is not affected by the weather, light and other effects, improving production efficiency	92	21	81.42%
VR virtual reality reduced film and television production costs	97	16	85.84%
The application of VR in post-production makes the works more colorful	107	6	94.69%

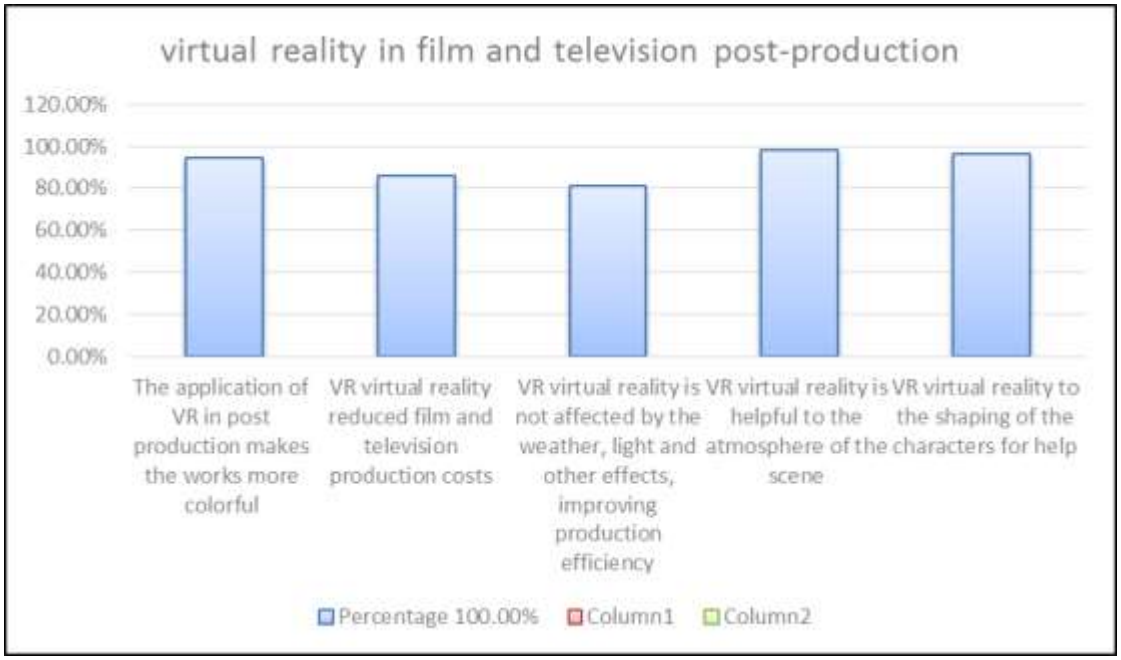

Figure 6. Results of a questionnaire survey of VR virtual reality in film and television post-production.

Figure 6 illustrates this. Virtual reality, according to 95.48 percent of students, is unaffected by weather or light, which improves post-production efficiency. According to 93.62 percent of students' occlusion modifications, the usage of VR virtual reality has lowered the cost of film and television production. Virtual reality (VR) colour changes are good for character development, according to 94.37 percent of pupils. Furthermore, students agree that virtual reality has an impact on the setting and atmosphere of a scenario. According to 94.69 percent of pupils, using virtual reality in cinema makes the work more colourful.

Table 4. Visualization in different situations

Visualization in different situations.				
Number of images	Lighting changes (%)	Occlusion changes (%)	Color change (%)	No change (%)
50	95.48	93.62	94.37	98.12
100	94.49	93.38	93.48	97.83
150	92.51	92.29	92.19	96.68

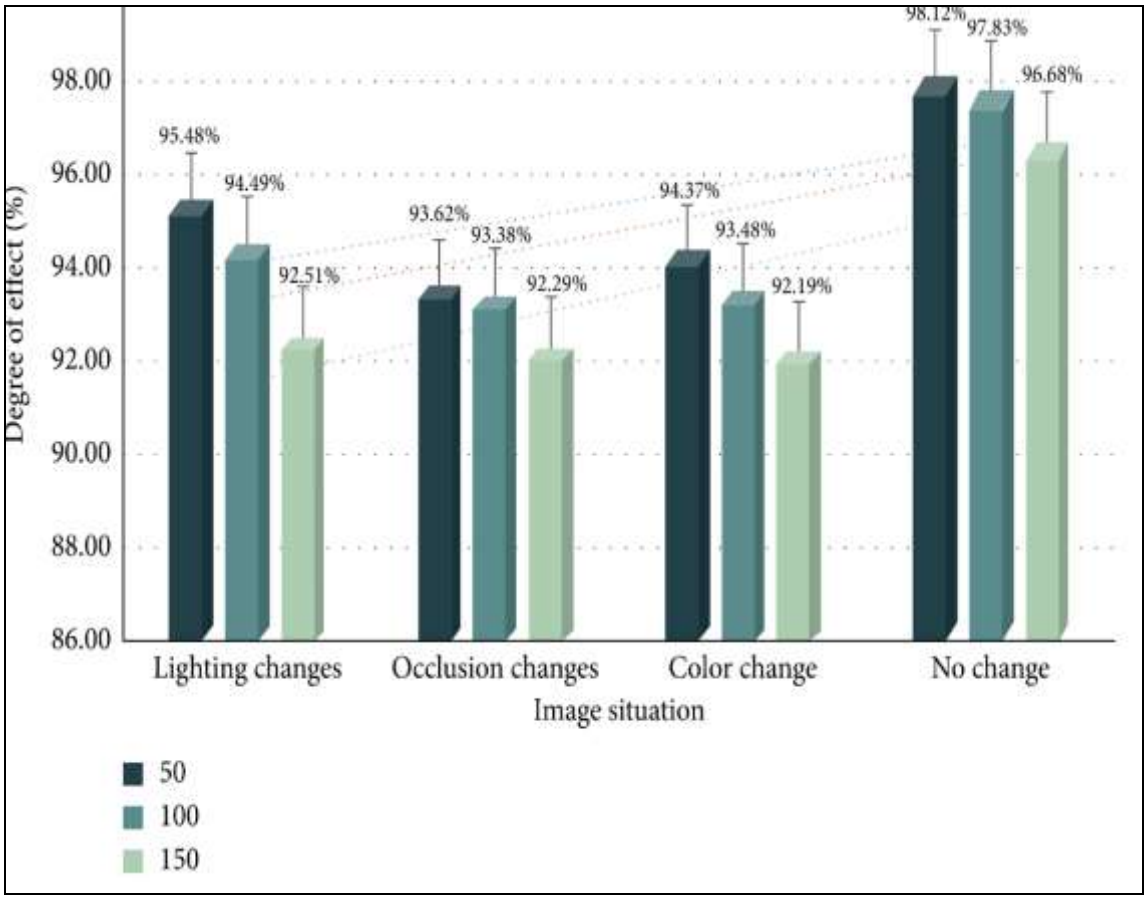

Figure 7. Bar chart Visualization in Different Situations

Art image design is a creative discipline that focuses on the integration of visual representation, data, and ideas. Art image design technology is widely used in a variety of disciplines, including photography, calligraphy, geography, and motion graphics. To maximise and advertise their work, designers want art design innovation. Virtual reality (VR) is a new technology that genuinely shows concepts and hypothetical scenarios. In the sphere of the visual design of artistic imagery, VR technology is far more effective. Multiple people or virtual worlds in different physical locations can connect to a system that distributes information through a network using this technology.

Table 5 shows the audience's expectations for VR films and television based on the survey results. The majority of people are still excited about virtual reality films and television.

Table 5. Audience Statistics on VR Film and Television Audience Evaluation

Audience Statistics on VR Film and Television Audience Evaluation	ratio
Very rubbish	2.11%
general	8.23%
Very fresh form	37.61%
Very good	52.08%

DISCUSSION

Art image design, according to analysis, is a creative profession that works with the integration of visual representation, information, and ideas. Most students feel that VR virtual reality is unaffected by weather or light, which improves post-production efficiency, based on student outcomes. Film and television production costs have been decreased thanks to the usage of virtual reality (VR) and occlusion modifications. Colour changes in virtual reality (VR) are important for character development.

Furthermore, art image design is a creative field concerned with the integration of visual representation, data, and ideas. Photography, calligraphy, geography, and motion graphics are just a few of the fields that use art image design technology. Designers require art design innovation to maximise and advertise their work. Virtual reality (VR) is a new technology that displays concepts and hypothetical scenarios in a realistic manner. VR technology is significantly more effective in the field of the visual design of artistic graphics. Multiple persons or virtual worlds in various physical locations can connect to a system that uses technology to communicate information through a network.

Finding novel ways to show graphical data in a more engrossing manner is one of the primary difficulties in visualisation and aesthetic picture design. Virtual reality technology is capable of engrossingly representing actual or imagined scenarios. Finally, the study compares it to traditional art image visualisation design and concludes that virtual reality technology is crucial for art image visualisation design.

CONCLUSION

- In conclusion, this study has examined the post-production of digital film and television with the development of virtual reality image technology. Where virtual reality image technology filled the scopes of film and television effects. it extended the content of film and television. And enhanced the method and effect of film and television made. another. It has enjoyment. Help to attract students to the desire to learn. There is virtual reality image technology. Photographing characters and virtual objects can also create interactive images. Produces an extraordinary effect. There is no doubt that in the future virtual reality technology will be useful to other industries such as healthcare, the military and construction are leading the way.
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