

Engaging by Design: Utilization of VR Interactive Design Tool in Mise-en-scène Design in Filmmaking

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Abstract:

Despite the numerous technological advances in production design in filmmaking, filmmakers aiming to engage the audience in an immersive film experience face the challenge of being limited by a 2-dimensional restriction through which their movies are displayed on screen. This is a concept that virtual reality (VR) has come to transform as it presents itself as an interactive tool that provides the viewers with the 360-degree view of the entire scene. This research is intended to evaluate the resulting impact and the process by which the redesign of the cinema will occur when VR is used for mise-en-scène in film design and production. A careful determination of the impact of VR as an interactive tool for the mise-en-scène is achieved through the close analysis of related articles, researches, and books, which allow us to examine the predictions made by earlier researchers and to subsequently assess the validity of those predictions in terms of how plausible they are today. Through surveying the present literature as well as reviewing the stances of the industry's experts, this research paper hypothesizes that VR is a powerful tool with a robust potential to evolve the mise-en-scène design methods. In addition, a google form questionnaire is conducted to gauge the diverse public views on VR and how individuals feel regarding the impact of the virtual reality on the mise-en-scène and the film experience in general. Suggested results indicate that strategies and educational methods on designing methodologies should be implemented for designers to align with the new design concepts from the VR technology. Through the literature examination and questionnaire results, we review how the mise-en-scène would be extensively developed through VR and elucidate the interest amongst the public to undergo such a unique film experience concluding the crucial value that the VR implementation would bring to the film industry.

Keywords:

References: