The use of modern technological methods for displaying virtual reality scenes in motion pictures in terms of final quality

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Abstract:

Background: The research aims to know the concept of virtual reality (VR), its definition, and the definition of virtual reality as consisting of two terms or two incompatible words, that is, it is real and does not exist at the same time, and it has an effect but not an effect as if it were in real reality, and it consists of a set of simulation programs that In which the participant feels the interaction and reactions resulting from the integration of the senses in the unreal world and some technological advantages have been developed…… Virtual reality technology and these qualities and characteristics are what made virtual reality an important and distinctive tool in the production of new creative ideas, and the use of innovative means to increase the interaction between the recipient and the message in light of technological development and development and to identify the glasses used for virtual reality, which are the basis for the presentation of works produced by Virtual Reality. Stereoscopic virtual vision glasses: They are the most widespread and accepted virtual vision tools for their high ability to display integrated effects without limiting the user's vision, low cost, easy to use, and provide comfort and high quality. Statement of the Problem: Modern digital technology has made a quantum leap in addressing the recipient's senses by creating rich content with multiple dimensions that address the five senses. **The research problem** centres on; what are the technological methods for displaying virtual reality scenes in moving pictures. What are these modern technologies? **Research Objectives**: To identify modern technology methods for displaying virtual reality scenes to produce tricks for moving images. And Carrying out a comparison of Virtual reality between the present and the future. Research Significance: The scarcity of studies in the Arabic language deals with the modern technological foundations for displaying moving images and integrating virtual reality. **Research Methodology**: To achieve the research objective, the student follows the descriptive analytical method through collecting facts and information and analyzing films that use the target technology. **Delimitations**: Studying the technical methods of producing virtual reality within foreign films to determine the quality factors in the last decade. **Results**: Through virtual reality, the person can fulfil his various requirements and learn about new places in various parts of the earth without moving from his home. Producing scenes that fit a virtual reality display environment requires many auxiliary factors to ensure the completion of the work, such as choosing glasses and knowing the equipment that fits displaying it using virtual reality technology. One of the challenges is to produce a huge Egyptian work, despite the development of this technology over the years and its easy transfer, the lack of experience and workers in this field needs development and study. The use of virtual reality technology and the cave system 360 began in advertisements and propaganda, which led to the possibility of its acceptance in films.

Keywords:

Virtual Reality, Virtual environmrnt, VR Glasses, perception, cave system 360

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