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VR CINEMA INDUSTRY IS THE NEW STEP OF CLASSIC CINEMA

Лапаев В.П. (Университет ИТМО)

Научный руководитель – к.ф.н., профессор ИМРиП Озерков Д.Ю.
(Университет ИТМО)

Аннотация.

The article talks about the change in the way of storytelling in cinema: from classic to captured on camera 360. As a central example, the experience of working with the own art project and research by group from University of Canterbury in New Zealand published in January 2022 is considered.

Введение.

For more than a hundred years, Dziga Vertov has amazed the audience with the possibilities of the theory and practice of film editing. He was the discoverer of a new visual language. And this became possible with the acquisition of a mobile camera in the director's toolkit. The film was called "The Man with the Movie Camera".

Such revolutionary changes have occurred every 10-20 years throughout the history of cinema. At first, they learned to paint the cinema, they did it by hand with pencils and paints on the editing table. Then the cinema had a sound and the film "The Jazz Singer" began to sing. Further, Eisenstein's experiments, which marked a new era in the theory of montage. "Citizen Kane", new French wave, "Space Odessa. 2001", Matrix, Avatar. In what direction is cinema moving now? Filmmaking is undergoing new changes with the advent of 360 video recording and viewing technology. Filmmakers have a new opportunity to create more interactive and immersive content. The possibility of VR lies in a more personal perception of the experience, a deeper contact with the subject being studied, involving the viewer in the role of the hero of the story. This gives completely new possibilities in the storytelling, and takes cinema into a new, hitherto unexplored area.

We find it important to answer the following questions in this article. How narrative in virtual reality can affect the classical narrative ways? How deep will have an effort on person a dramatic films that person will see in VR? What camera techniques become the main ones in filming a movie with a 360 camera?

Основная часть.

If in classical cinema the director determines certain focus points for us, through certain techniques: defocusing the background, emphasizing the size of the object, color, guiding lines, and in general the frame in which the director gives us a certain picture from a certain angle, in which he puts his ideas about what is happening, then in the storytelling in 360 all these techniques become irrelevant: maybe except for color and light. What techniques will work in storytelling in 360? Our findings are an intermediate stage of our research and we will continue to practice in order to create films that will ideally fit the narrative for viewing in virtual reality.

Выводы.

Virtual reality is the new step of developing the cinema. It's have a huge advantages. It's immersiveness and involvement of the viewer in the process, can't rival with old screen videos. But a cinema virtual reality has an another ways of narrative and tools to tell the story. color becomes an important factor in attracting attention, if a person in a red jacket appears in a general gray

landscape, then he immediately attracts attention, just as it would be in reality. The next important component is light. We can highlight certain points in space with light to make it clear to the viewer that this object is now the main one and it is worth looking at it. Sound in 360 becomes even more important than before. Correctly recorded and processed audio will have a separate value in terms of storytelling. If the viewer finds himself in a dark forest, and suddenly hears the sound of steps from somewhere behind, he will automatically begin to explore the area around him, which could not be in classic cinema. And the most important factor is the mise-en-scene, which can already be compared with classical theater. The approach and movement of objects and characters attracts and gives the necessary information about the story. As in classical cinema, these techniques can be symbolic and have hidden meanings necessary for artistic narrative. Summarizing all these points, it is worth saying that the opportunity to feel like a part of the story, one of the characters, gives a huge advantage and can cover all the shortcomings on the previous points, the atmosphere in which the viewer finds himself is a unique opportunity to try a new experience at a deep personal level.

Лапаев В.П. (автор)

Подпись

Озерков Д.Ю. (научный руководитель)

Подпись

