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What Is A Movie

-- Characteristics of Film Media in The New Technology Era

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Abstract

With the rapid development of technology, movies as a form of media have undergone an evolution from silence to sound, from black and white to color, from two-dimensional to three-dimensional, and even virtual reality (VR). The myth of "complete film" proposed by Bazin in his book "What is Film" reveals that film, as a product of the combination of art and technology, always pursues a comprehensive sensory experience. Based on this, this article first elaborates on the immersive characteristics of film media in the era of new technology, then analyzes the realistic characteristics of film media in the era of new technology, and finally elaborates on the interactive characteristics of film media in the era of new technology for reference.

Keywords

In the Era of New Technology, Film, Immersive Features, Realistic Features, Interactive Features.

1. Introduction

Andr é Bazin, in his classic work "What is Film," views film as an art form born from shared imagination and mythology. The concept of "complete film" he proposed is an idealized description of the pursuit of comprehensive, authentic, and immersive experiences in film. With the advancement of technology, the film medium is constantly evolving, and new technologies such as VR (virtual reality), AR (augmented reality), etc. are redefining the expression of movies and the viewing experience of audiences.

2. Immersive Features

2.1. 360 Degree Perspective of VR Movies

In today's technology driven new era, the film industry is undergoing an unprecedented transformation, with the emergence of VR movies providing audiences with an immersive experience that is completely different from traditional viewing modes. Based on the traditional cinema viewing mode, audiences are usually confined to a fixed seat and watch movies from a single, pre-set perspective, resulting in a relatively limited viewing experience. However, VR movies completely break this traditional constraint and provide viewers with a 360 degree panoramic view. When the audience wears VR devices, they can freely choose the viewing direction according to their own wishes, no longer simply watching the movie screen playing in front of their eyes, but can change their perspective through natural head movements, just like rotating their head to observe the surrounding environment in the real world. For example, in a VR movie set against the backdrop of an ancient mysterious castle, the audience can first focus their gaze on the tall walls of the castle to appreciate its exquisite brick and stone carvings, and then turn their head to look at the courtyard inside the castle to observe the strange flowers blooming in the courtyard and the mysterious characters shuttling through it. They are no

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longer bystanders and can actively explore the world in movies, discovering details hidden in every corner. This sense of participation greatly enhances their immersive experience.

2.2. Seamless Integration of Space and Time

In the current era of rapid technological development, VR movies have made the concepts of space and time more natural and deeply integrated into the art form of film, opening a door for audiences to a brand new movie experience. In traditional films, the space and time presented are carefully arranged by the director and editor, and the audience can only observe the story happening in a specific space along a predetermined timeline, which is a relatively singular experience. However, VR movies liberate audiences from this passive viewing mode, allowing them to truly participate in the three-dimensional space constructed by the movie. The audience can interact with the characters in this virtual three-dimensional space and deeply experience the development of the story. For example, in a science fiction VR movie, the protagonist is exploring an unknown interstellar space station, and the audience can follow the protagonist's footsteps to shuttle through various compartments of the space station. When the protagonist faces a decision at a critical point, the actions of the audience may affect the protagonist's decision and thus affect the development of the entire story. At the same time, the integration of space and time in VR movies is also reflected in its ability to break the linear narrative of time and space in traditional films.

2.3. Innovation of Watching Environment

With the continuous advancement of modern technology, VR technology is spreading at an unprecedented speed in various fields, and the movie viewing environment is undergoing profound and far-reaching changes under this wave. For a long time, traditional cinemas have been the main places for people to watch movies, where they enjoy movies from fixed seats in a public environment. However, with the development of VR technology, traditional cinemas will gradually be replaced by more private and personalized viewing spaces. On the one hand, the continuous miniaturization and portability of VR devices enable viewers to easily enjoy high-quality movie experiences in their own homes or other private places. Viewers no longer need to specifically go to the cinema, saving time and energy costs. On the other hand, the audience can adjust the atmosphere and environment of the movie according to their preferences in their private space. For example, the audience chooses to watch a literary film in a completely quiet environment, fully immersed in the delicate emotional expression of the movie; Or dim the room lights while watching a thriller film to enhance the tension of watching. This innovation in the viewing environment not only changes the long-standing viewing habits of audiences, but also brings new development opportunities to the film industry. For film producers, they need to pay more attention to the audience's viewing needs in this private environment and create content that is more suitable for individual viewing; For film distributors, they need to explore new distribution channels and models to adapt to the changing viewing environment.

3. Realistic Features

3.1. The Ultimate Restoration of Visual and Auditory Senses

In today's rapidly developing new technological era, film media has achieved remarkable ultimate restoration effects in both visual and auditory aspects. These technologies work together to create an unprecedented viewing experience for the audience. In terms of high-definition picture quality, it can present a more delicate texture in movie images, clearly showing the skin texture of characters and the details of objects in the scene to the audience. For example, in a movie set against the backdrop of historical themes, high-definition graphics can restore the exquisite carvings on ancient buildings and the gorgeous patterns on clothing,

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allowing the audience to immerse themselves in the historical scene and appreciate every texture and line. And color is no longer just a simple pile of colors. Whether it's the golden afterglow of the sunset reflecting on the ancient city walls or the fresh emerald green in the early morning forest, the most authentic colors can be presented to the audience, allowing them to feel the emotions and atmosphere conveyed by colors. Looking at Dolby sound technology again, through the reasonable layout of multiple channels and advanced audio processing algorithms, the sound in movies is no longer transmitted in a single dimension. In an action movie, the audience can clearly distinguish the direction and distance of the sound of bullets whistling from different directions; In a music themed movie, the ability to perfectly reproduce the sound of instruments, from deep bass to crisp piano notes, allows the audience to feel its unique timbre and spatial position, greatly enhancing the realism of the movie as an art form.

3.2. Expansion of Touch and Smell

Driven by the wave of new technology, the development of film media is no longer limited to traditional visual and auditory categories, but boldly expands towards tactile and olfactory directions, bringing audiences a richer and more diverse viewing experience. At present, there have been some remarkable changes in the field of cinemas, among which the 4D seating technology cleverly sets up special equipment such as vibration devices and water spray systems on the seats to simulate tactile sensations in movie scenes. Taking a disaster movie as an example, when an earthquake scene occurs in the movie, the seats will vibrate with corresponding intensity according to the rhythm of the scene and plot, allowing the audience to personally experience the impact of the earthquake. When there is a flood scene in the movie, the sprinkler on the seat will activate in a timely manner, and fine water droplets will fall on the audience to create a moist feeling of the flood. This tactile simulation is not only a simple physical stimulus, but also closely related to the plot of the movie, allowing the audience to experience the thrilling excitement in the movie more immersive.

3.3. A comprehensive simulation of the feeling of life

In the context of rapid development of modern technology, Rudolf Steiner's theory of life sensation provides important theoretical guidance for the development of film media. It points out that humans perceive the world through various senses such as vision, hearing, and touch, and the film media in the new technological era is gradually achieving comprehensive simulation of these senses along this theoretical path, bringing audiences a more realistic and comprehensive viewing experience. With the continuous advancement of film technology, nowadays audiences can not only see and hear elements in movie scenes, but also feel these elements through senses such as touch and smell when watching movies. In a science fiction movie, when the protagonist travels through a mysterious alien world, the audience can see the peculiar appearance and brilliant colors of the alien creatures through high-definition visual images, and hear the unique sounds emitted by the alien creatures through Dolby sound effects. However, modern film technology goes further on this basis. When the protagonist touches a special object in the alien world, the tactile simulation device in the cinema can allow the audience to feel a similar tactile sensation, making film art closer to the way humans perceive the real world. This allows viewers to have a deeper understanding of the information and emotions conveyed by the film during the viewing process, enhancing the interaction and immersion between the audience and the film, and opening up broad prospects for the future development of film art.

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4. Interactive Features

4.1. Freedom of Plot Selection

In the context of the booming development of new technologies today, the film media industry is undergoing a profound transformation, demonstrating unprecedented innovative vitality. Some forward-looking films boldly introduce non-linear narrative and plot branching techniques. In this new type of movie mode, the audience is no longer simply a receiver of the plot and can influence the direction of the story based on their personal preferences and independent choices. For example, in an interactive movie that combines adventure and suspense elements, when the protagonist faces multiple action paths at a key plot point, the audience can choose through specific interactive devices. If the audience chooses one of the paths, the story may develop towards a tense and exciting adventure direction, and the protagonist may encounter a series of difficulties and obstacles; If the audience chooses another path, the plot may turn towards a mysterious and suspenseful direction, and the protagonist needs to solve numerous puzzles. The freedom of plot selection in this way not only increases the fun of the viewing process, but more importantly fundamentally changes the artistic attributes of the film, making it an art form that better meets the individual needs of the audience. In this process of independent choice, the audience can feel the close connection between themselves and the film, and the film can better meet the diverse needs of different audience groups.

4.2. Gamified Viewing Experience

With the continuous promotion of modern technology, the cultural industry worldwide is showing a trend of integrated development. More and more movies are actively trying to integrate gamification elements into their creative and presentation processes. This integration is not accidental, but has emerged against the backdrop of the audience's constantly upgrading demand for entertainment experience. Viewers can operate external devices such as controllers or keyboards to participate in the interactive aspects of the movie during the viewing process, delving into the core level of the movie story and even directly participating in the entire story development process of the movie. Taking an interactive movie with a science fiction theme as an example, the audience can use a controller to control the protagonist's actions during the viewing process. When the protagonist faces danger, the audience needs to respond in a timely manner, such as operating the protagonist to avoid or counterattack, which brings multidimensional value enhancement to the audience.

4.3. Empathy and the Thrill of Watching Movies

In the current era of new technology, with the continuous advancement of technology, the production and presentation of movies have undergone earth shaking changes. Viewers can choose the plot and participate in interactive activities during the movie watching process. When the audience has the right to choose the plot, they will pay more attention to the fate of the characters and the development of the plot in the movie. For example, in an interactive movie with the theme of character growth, the audience can make their own choices at critical moments when the protagonist faces life choices. Similarly, in the interactive segment, every action taken by the audience feels like experiencing a story together with the characters. This deep emotional connection brings not only simple emotional resonance, but more importantly, a significant increase in viewing pleasure.

5. Conclusion

In summary, the film media of the new technology era has shown a completely new face in terms of immersive features, realistic features, and interactive features. Looking ahead to the

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future, with the continuous advancement of technology and the changing demands of audiences, the film medium will continue to evolve and develop, bringing us a richer and more diverse viewing experience, expanding the film medium, and redefining "what film is".

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