USING VIRTUAL REALITY TECHNOLOGY IN THEATRICAL DECORATION DEVELOPMENT

Mona Ahmed Hussein Hassan [1]*

[1] *Department of Decoration- Higher Institute of Applied Arts*, 6 October, Egypt

Abstract

Theatrical art relied on dazzling the audience through artistic creativity in all the elements of the presentation, starting with the written text, directing, acting, singing, and finally the decoration which is the visual element that dazzles the form and expresses the text, therefore, theatrical decor designers throughout the ages have sought to dazzle the public by creating an innovative theatrical image using all visual elements, color and form combinations, lighting, space and all elements of the performance, while constantly striving to use all the technological advances, whether in lighting equipment or techniques for changing the decor or creating an impressive visual image. In the modern era, theatrical decoration has become the most element of the show to benefit from the achievements of contemporary technology, starting from the use of electricity, electronic devices, laser radiation and finally with virtual reality technology in the theatre. Theatrical decor has relied from the beginning on painters to paint three-dimensional scenes to give the audience an impression of a hypothetical reality. And here we are in the process of knowing the extent of the possibility of using virtual reality technology in the development of theatrical decoration with the aim of providing interior designers with more tools and capabilities to provide more dazzling designs. In the modern era, theatrical decoration has become the most element of the show to benefit from the achievements of contemporary technology, starting from using electricity, electronic devices, and laser radiation, and finally with virtual reality technology in the theatre, control within the world of virtual reality has become available, so you can move things and control them and touch anything to find that you interact within the surrounding environment. By presenting the concept of virtual reality, its importance, types, tools, and the possibility of using it in the field of theatre decoration and presenting the various experiences in the arts and media fields that have used virtual reality technology, such as cinema, advertising, computer games, and others,

Keywords

Technology-Decoration-Theatre

Introduction

What is the possibility of using virtual reality technology in theatrical decoration development?

The researcher believes that the theatre decorator must be aware of global technological progress in all fields, including virtual reality technology, believing in the need for theatrical decor to keep pace with the civilizational moves and the rapid technological development.

Various experiments in arts using virtual reality technology.

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* *Corresponding author*: author@institute.xxx

Methodology

- ❖ The research follows the descriptive analytical method.
- ❖ Research limits are represented in different experiments in the arts using virtual reality technology.

Results

1. Although the beginnings are very expensive to use VR technology, after that, it will be a saving factor in time, material cost, space and manpower.

2. Designers and artists must work to develop themselves to be able to pursue the infinite technological revolution.

3. The accuracy and clarity that the virtual reality product characterized by will replace many methods of drawing or manufacturing in theatrical decoration.

4. The high-tech of virtual reality in the decoration will not make the designer put any caveats, such as covering the scenes or the difficulty of implementation, which will unleash innovation and unlimited imagination.

5. It is very expected in the near future to use virtual reality in various fields including, for example, education in all stages from primary education till university with all its specializations.

6. It is necessary to prepare technical cadres with specifications of education, the ability to innovate and the skills that can keep pace with the exploitation of the coming technological progress with all its strength in all fields of arts, learning, industry and others

Recommendations

1- The researcher recommends the need to pay attention to technology in general and to virtual reality in particular in the field of theatre because it generally contributes to communication in the art of theatre and keeping pace with the global artistic movement.

2- Emphasis on supporting the art student with the skills of using technology and virtual reality, in order to adapt it in communicating the goal or message of the theatrical artistic work.

3- Paying attention to scholarships for students and artists working in the field to raise the level of performance.

4- Theatrical festivals are always beneficial in developing the ideas and skills of artists, therefore, the researcher recommends going to these festivals and encouraging young artists to participate and the state supports them.

5- That virtual reality and theatrical decoration is a subject that deserves study and is still not completed in the field of scientific research.

6- The researcher recommends adopting a project by the state to benefit from virtual reality and theatrical decorations.

7- Technology in all its types including virtual reality is still a wide field of study as our libraries suffer from severe limitations in the availability of information in this direction.

8- The researcher recommends that one of the state institutions adopt a contract of cooperation between engineering faculties or companies work in the computer field with the artistic production sectors, whether they are plastic, cinematic, or theatrical.

9- We must begin to provide prepared theatres and with audiovisual high-quality, support the spectator chairs with headphones and smart telephones and all that is required to participate in a show produced with Virtual Reality.

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