

The “Diminished” Non-CGI Film——Discuss the ‘CGI Movies’ and Interview Summary

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Abstract: CGI stands for Computer Generated Imagery and refers to images created by computers, such as special effects in movies and other media such as TV shows, commercials, and games. This research is based on the study of works and interviews with audiences to discuss the use of CGI technology in film and an inquiry into whether non-CGI films will disappear in the future.

Keywords: Computer Generated Imagery; Special Effects; Technology; Film

1. Introduction

CGI can be widely applied; the most common application in the film is setting up scenes. Many disastrous, destructive, or historical scenes must be created by CGI technology. In other cases, scenes of the virtual world, animation, and visualized interaction need CGI technology. In some specific films, CGI is applied in clothes and even figure design, take the Chinese film Legend of Ravaging Dynasties as an example; the whole film has combined 3D scanning with motion capturing to make unique visual effects. This film has not only adopted CGI technology but also used a digital camera for shooting in pre-production and digital editing in post-production. All of these belong to the scope of CGI technology.

In the early stage of artistic creation, Charles Csuri stimulated algorithmic paintings with elements like color, light, and texture based on the arithmetical operation. In 1967, the first attempt at digital painting in Hummingbird was made by Charles Csuri. This is an excellent trial in computer drawing and the representative work of 3D images in the early period.

2. Research proposal

2.1 The Development of CGI Film

The first impression of CGI is the drawing of the dynamic scene. However, the scope of CGI also includes static computer drawing. Simply speaking, CGI contains presentation forms in 2D and 3D. The most well-known 3D drawings and special effects are CGI, for this technology can simulate scenes and figures to reach a solid visual effect. In recent years, CGI has been widely used in films; besides presenting a perfect visual effect, CGI can also construct many scenes and figures. Hence the cost of making films will be somewhat saved. Scenes and figures made by computers are easier to be modified, and it will save many human resources in film-making.

The earliest adoption of CGI in films can be traced back to 1973, and the film Westworld is the first film created by a 2D computer in film history. By picture scanning and coloring, the first CGI film was thus made. In 1977, Star Wars, which employed updated CGI technology, became a vital milestone in film history. The development of new 3D technology provided the perfect reference to the subsequent films. Except for science fiction films, another animation film worth mentioning in history is The Adventures of André and Wally B (1984). The two-minute film has significantly contributed to the further advance of the animation industry.

Nonetheless, not all high-cost CGI films are properly paid back, Starship Troopers (1997). In the later period of film-making, science fiction action films were set on pursuing intensive visual effects and production effects; sometimes, the quality of the film may

need to be addressed, especially in the film *Final Fantasy: The Spirits Within* (2001). The special effect in this film deserves commendation, whereas its quality is not directly proportional to its technical content. CGI is not merely employed in science fiction action and animation films but also love films, historical films, and feature films, such as *Titanic* (1997). This film owns over 500 special effects shots and impresses the audiences by restoring the historical and disastrous scenes, which must be the classical work in film history.

2.2 What does CGI bring to audiences?

There is no doubt that with the extensive application of CGI technology in recent years, almost every film or TV program needs CGI technology. CGI can make the pictures more precise, the visual effect more shocking, and the editing effect more splendid. However, in the process of interviews, through communicating with some audiences, over 60% of people still cherish the past old films. Many of them express: that the current films with special effects are beautiful in visual experience, but the content needs to impress the audiences. Compared to non-CGI films like well-known classical films- *Roman Holiday*, *Hobbit*, and *Back to the Future 2*, those amazing scenes were all created by directors and the whole team with special shooting techniques, delicately-made tools, and scenes. The key to touching the audience lies in the efforts put into filmmaking.

It cannot be denied that there is plenty of films with perfect special effects and attractive plots. However, what the audience need is the reality of the film. Through the communication with interviewees, it can be found that audiences are affected mainly by the performance of figures rather than pictures, creation, and plot. People cherish classical films without CGI technology. Even though they are not the most exquisite, they must be created wholeheartedly.

2.3 Advantages and Disadvantages of CGI

Adopting CGI can make the film picture more precise and more fluent in filmmaking. Post-editing can offer convenience for modifying and editing. The appearance of this technology can represent many historical scenes and make disastrous scenes, war scenes, and even imaginary scenes. In the economy, CGI technology has saved much filmmaking costs; even teams with little capital can create magnificent scenes. In the interview, it will be predicted that the maturing of CGI technology may even promote the films to eliminate the need for performers and then combine with VR technology to make the audiences feel like they are living in the films.

Even though CGI has already occupied the most significant part of the film and TV market, this technology still has some weaknesses. In the interview, an exciting saying is that. Some audiences believe: that CGI may fiercely shock the eyes audiences and makes the whole film elegant. Meanwhile, films that only rely on visual experience may share little concern about playwriting. It is a problem worth concerning: increasingly, audiences enjoy visual feelings from films with special effects. Thus, most films will employ CGI to improve the film's quality and overlook the play's content. It is essential to satisfy the audience, but the film's content shall also be stressed.

3. Conclusion

This is an exciting topic in the interview. After a series of interviews and academic surveys, it takes work to judge. In modern society, the amount of non-CGI films is gradually declining, and cinemas tend to prioritize films with gorgeous visual effects. Therefore the non-CGI film is barely enjoying a tiny space in the market. According to the audiences, there is no wonder in using CGI anymore, and many films need its support. CGI may somewhat make up for defects from shooting and making to editing. However, non-CGI films are also filled with diligence and endeavor from the makers. Audiences not merely expect the representation of the scene but also the visual enjoyment. The investigation reveals that the content of the classical film is more fascinating. The issue no more focuses on the disappearance of non-CGI films, while it is the issue that requires attention from films of all types. A good film is both charming in picture and content.

It insisted that there would be more mature technology than CGI in the future. Technical innovation will facilitate more progress, but excellent and classical content will always be kept in the mind of audiences. In the process of research, someone has raised the concept of VR. In the future, audiences can experience the scene in the film via VR without going to the cinema or choosing to be the

dominant roles themselves. In the condition of a shortage of capital, audiences can even make their films.

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