

Literature Review

Realism and Spectacle: Balancing the Art of VFX in modern Films.

1.) Prince, S. (2012). Digital Visual Effects in Cinema:
The Seduction of Reality. Rutgers University Press.

- common knowledge is that VFX takes ^{movies far} away from realistic situations, characters or locations.
- For many people, VFX calls to mind for gaudy spectacles, overstuffed blockbusters or action-adventure fantasies catering to young audiences.
- Visual Effects are sometimes viewed as having taken over Hollywood blockbusters and overwhelmed story telling.
- James Cameron explained his effort on Avatar as "the Seduction of Reality" meaning he wanted to create an experience so detailed and textured that audiences could surrender completely to it.
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2) Vartabedian, R. (2008) 'Special Effects, Special Status; Lie, Visual Effects, and Stephen Poince's Perceptual Realism';

- One issue that emerges as a consequence of the exploration of digital processes of contemporary ~~cinema~~ film-making has to do with the way digitally-altered images relate to reality.
- If lying involves deliberate deception of someone, then it is possible to see how special effects might constitute a lie.
- Stephen Poince, in "True Lies: Perceptual Realism, Digital Images and Film Theory", argues that perceptual realism, in which fictional ~~characters~~ images are either generated by computers or digitally manipulated, correspond with our experience. Straightforwardly put, the audience is "in on" the deception, which removes it from the category of lie.
- Poince explains "Instead of asking whether a film is realistic or formalistic, we can ask about the kinds of linkages that connect the represented fictionalized reality of a given film ~~that~~ to the visual and social coordinates of our own three-

dimensional world, and this can be done for both "realist" and "fantasy" [or formalist] films alike."

2) The American Society of Cinematographers (2021). 'Evolving Art of Visual Effects', The American Society of Cinematographers: (Joe Fordham)

- Visual Effects are numbing audiences and placing technological burden on productions to deliver more copious, and more sophisticated, VFX imagery for diminishing returns.
- Dariusz Wolski, ASC says that the industry has become dependent on VFX, from supernatural movies or movies set in Paris / New York, they shoot somewhere else. It is an integral part of every movie.

4) Sokolova, E. (2022) 'VFX in Filmmaking', Filmstage:

- VFX is often used to create visually convincing and immersive environments, characters and events that would be impossible or impractical to film in reality.
- whether it's creating realistic-looking creatures, simulating natural disasters or seamlessly integrating

actors into fantastical worlds, VFX allows filmmakers to push boundaries of what is visually possible.

- Directors like Nolan and Villeneuve have leveraged VFX to create visually complex and thought-provoking narratives, pushing the boundaries of story telling in the process.
- VFX can transport viewers to otherworldly realms, transform the laws of physics and push the boundaries of storytelling in ways traditional filmmaking cannot.

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5) Sanguine Production 'The Evolution of Visual Effects in Film: A Journey Through History'. Sanguine Production.

- Prior to CGI, filmmakers relied heavily on practical effects and models which were limited in their realism and scope. With the advent of computer technology, the possibilities became endless.
- CGI opened up a new world of possibilities in visual storytelling, enabling filmmakers to push boundaries and create mesmerizing visual spectacles.
- Audiences are treated to increasingly realistic and immersive visual effects that bring fantastical worlds and larger-than-life characters to life.

→ ~~Early advancements~~

- Integration of VFX to modern cinema has not only enhanced the cinematic experience but has also opened up new possibilities of storytelling.
- Filmmakers can now create intricate and elaborate universes, populated with captivating creatures and mind-bending special effects, transporting viewers to new and exciting realms.