3d modeling essay examples

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Introduction:

There are different approaches and technologies that can be used to enhance the virtual experience in the cultural sector. Over the past few decades, there has been a major shift in the use of the technology to enhance audiovisual elements of communication. Technology in multimedia has enabled the actualization of different events to relay cultural information effectively. This paper will provide a comprehensive review of the applicable techniques and technologies that can be used to present cultural experiences across the internet. It is pertinent to note that the adoption of a technology in virtual presentation varies from the theatre to the concert halls. The choice is based on a number of factors such as the size of the audience as well as the message to be relayed.

This technology can be used to present cultural experiences in a visually enhanced manner. It involves representation of three-dimensional objects using mathematical techniques that are compiled into a computer program. The program is in a position to offer 3D rendering, 3D printing, as well as

simulation of cultural phenomena. The creation of cultural phenomena can be either created manually or automatically generated based on the concept used to implement the model. The most recent technique in 3D modeling is the digital sculpting concept, which is classified into several categories (Albee, 35).

2D Animation:

Cultural products and scenarios can be provided online through animations. This presents some advantages over the 3D modeling. First this concept is not as capacity demanding as the 3D modeling and secondly the concept does not require special spectacles to actualize the images. This is a concept that creates perceptions of movement through rapid change of the image presented on a screen. This creates the illusion of movement of the two dimensional images. On a cultural perspective, a website can host a set of historic motion drawings that offer a visual impression of the past. Moreover, different cultural phenomenon's can be represented using animations making it available across the internet (Chidambaram, Lakshmanan, and Ilze, 20).

Virtual reality:

This is a computer simulation approach that can be used to elaborate cultural phenomena. The concept is capable of simulating a diversity of physical presence of an imaginary phenomenon. There a number of techniques that can be adopted to make enhanced virtual reality environments. The adoption of the stereoscopic display is one of the options. However, for the application on the World Wide Web is a visual experience

that can be displayed on a two-dimensional screen is applicable. This approach will enhance the experience of cultural phenomenon as well as the spatial reality in those cultural setting. Another concept that can be incorporated in online presentation of cultural phenomena is the use of digital story telling. This is a recent concept where a story virtually narrated to the audience putting into consideration the reality of a particular phenomenon. The digital storyteller is in a position to offer impressive character design where the voice of a certain individual with a cultural significance is aped (Woolgar, 15).

Conclusion:

As the technologies adaptable in virtual presentation, keep on changing there is a need to optimize their application in different setting. The latest technologies will be pertinent in enhancing the cultural experiences accessible to many people across the world. Moreover, these virtual technologies put into consideration spatial design as well as character enhancement.

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