

# Why i hate 3-d summarize

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The untold story of 3-D technology The romanticism about 3-D technology has soared too high. It might be a new experience for first-timers, but essentially it does not add any significant value to the movie theatre experience. Our brains are already hard-wired to visualize images in 3-D. According to Dr. Deborah Friedman, a professor of ophthalmology and neurology at the University of Rochester Medical Center our eyes normally see objects at different angles and this provides depth and perspective to our vision. The 3-D technology tries to induce this illusion artificially, and for some viewers this destroys their movie experience instead of enhancing it. People with subtle, negligible eye problems face headaches and nausea because the artificial 3-D imaging disrupts the way our brain is accustomed to visualize 2-D objects. Moreover, 3-D movies are also dimmer than their 2-D counterparts since the projectors are inherently incompatible with 3-D films (because they distribute the light between both eyes, hence reducing it).

The question that arises here is, if the 3-D experience is the wasteful technology it is, why has its reputation as a revolutionary breakthrough sustained? The answer is commercialization. Modern day producers and filmmakers are becoming captive to the market forces. Hollywood is growing insecure of the alternatives the modern consumer has access to. The advent of Blu-ray discs, HD cable, and home digital projectors has stolen the movie theatres' historic role of providing a premium movie experience. 3-D seems to be the only feature left which is exclusive to movie theatres, and the market officials need to use it as an excuse to validate the high prices for movie tickets.

They are capitalizing upon the success of phenomenal films like Avatar. But, what eludes the audience and the filmmakers is that movies like Avatar are the exception, not the norm. Not every filmmaker is equipped with the skill and expertise of David Cameron, neither have they been endowed with the same amount of passion for filmmaking. 3-D is suited to a limited range of genres and even then it needs careful handling otherwise filmmakers end up making fake 3-Ds like Clash of the Titans. Serious films catering to a more mature audience should not be made to comply with this growing trend of commercialization. It just doesn't suit them and will eventually disappoint their audience.

The future of Hollywood cannot rest upon the shallow foundations of commercialization. It's future relies on true quality. True quality is holistic in its approach, accounting duly for every aspect of filmmaking from the screenplay to the acting and directing. The sooner the filmmakers realize this, the better.