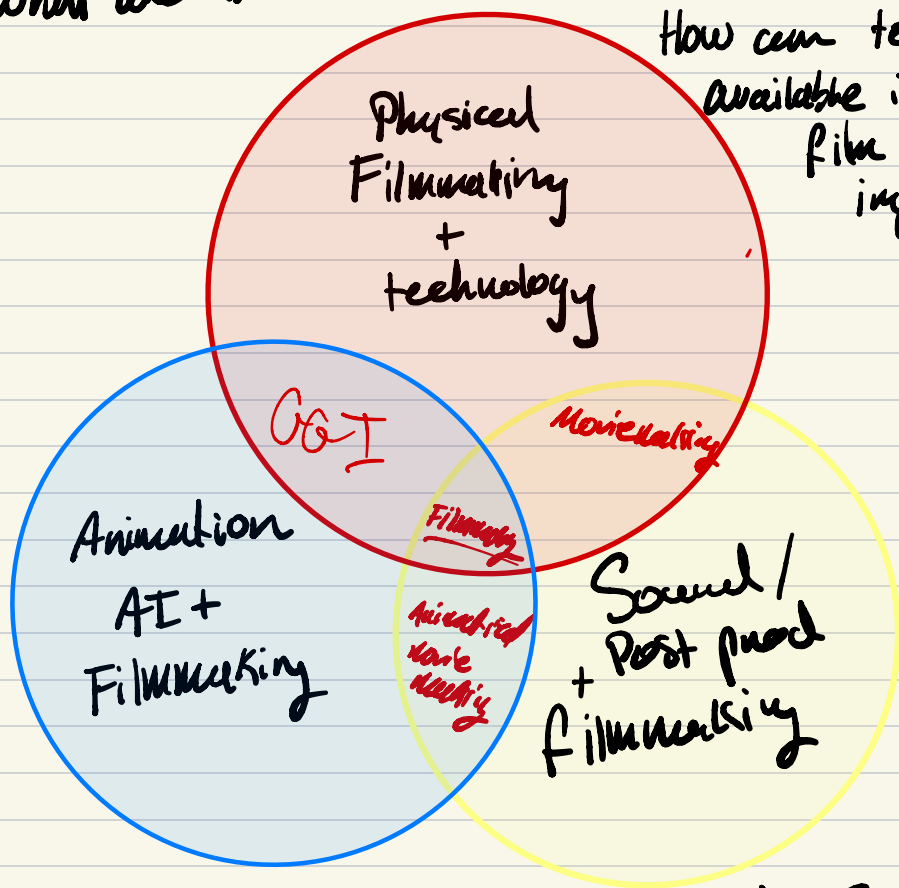


What are the ways tech plays into film?

How can tech available in film be improved?



Circle 1

- Any level
- Software Engineering + Filmmaking

1+2

• VPET

Circle 2

- AI + Film ed
- AI + Animation

2+3

• AI + Film education

Circle 3

- Pakistan + Sound

How has the advancements in technology, both hardware and software, impact the world of filmmaking, both in the physical sense and post production?

to investigate the role technology has in both the physical filmmaking process and post production in the past present and future through technological advancements made and their respective impacts on the filmmaking process.

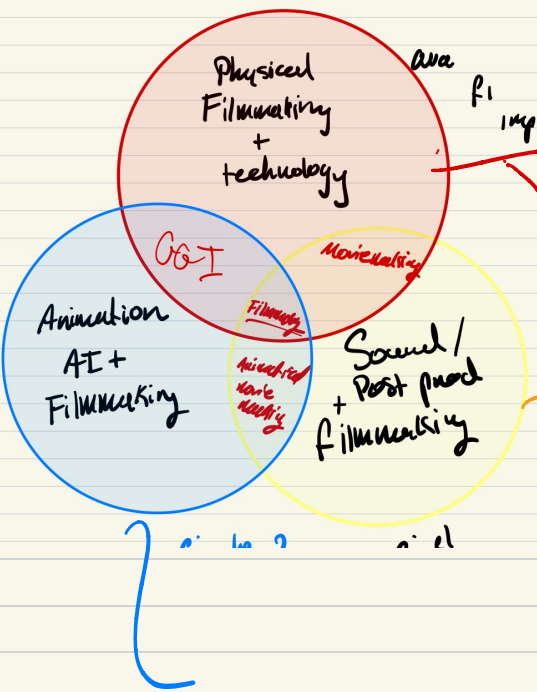
- look @ film production history w/ ^{past} advancements
- look @ current tech available ^{made + impacts} and its use
- look @ new introduced tech and proposed impact + opinions by experts

Physical Filmmaking
Animation, AE,
post production

* more specific
some on specific
famous Director
not just my hree...

ASDA?

* Questions for each Big Circle on the diagram



How has advancements in physical Filmmaking technology furthered the Filmmaking process?

How has innovations in film technology impacted Filmmakers?

How has advancements in Sound production furthered the Filmmaking process?

How can post-production software be improved to help better the Filmmaking process?

How has advancements in Animation affected the Filmmaking process?

How do the ethical issues behind AI in the film production would play into the ability to further AI advancements in Filmmaking?