

## عنوان مقاله:

The Role of Virtual Theatre Components on Scenery Quality of Virtual Theatre using Austin Wang's Approach

## محل انتشار:

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## نویسندگان:

Sara Noori - Ph.D. Student, Faculty of Arts, Central Tehran Branch, Islamic Azad University, Tehran, Iran

Mohamad Ali Khabari - Assistant Professor, Faculty of Arts Jihad Board, Central Tehran, Islamic Azad University, Tehran, Iran

## خلاصه مقاله:

Audience feedback in modern societies has fundamentally changed primarily due to developments in time and the process of replacing signs of virtual reality with reality has taken place. Moreover, there is an opportunity for a large number of audiences to be recognized and to actively engage with a few limitations. Meanwhile, the designers of some countries, due to the lack of attention to environmental, security, social and economic considerations, which are considered the most important aspects of using this function, have not been able to keep pace with the needs of their audience which resulted in diminishing this art. Therefore, the present article examines the fundamental changes and developments in security, economic and social methods of attracting and experiencing augmented reality and the performance of cyberspace in order to develop theater stage design, considering Austin Wang's works on the concept of place, its essentiality and time in theater. The research method is correlation, and statistical tests of Smirnov's Kolmogorov, multiple regressions and Pearson correlation test were put to use so as to determine the relationship, intensity and direction of the relationship between independent and dependent variables. The results indicate that the "sense of helplessness" variable is the most effective variable on the virtual theater stage, and then, the second priority is the independent variable "environmental fluidity" and the third priority which is "color intensity" variable has the greatest impact on the scene. They have virtual theater production, and finally the following fourth to tenth variables are based on similar priority: "space scale and layout", "scene variety", "light quality", "imagination", "sound", "speed of movement" and "sense of innocence" which are necessary for the virtualization of the theater stage.

## کلمات کلیدی:

Virtual Reality; Virtual Mis en Scene; Virtual theater; Austin Wang

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