The Post-Production of Digital in Tim Yip's Scenery Design of Film

Xu Ming Ming[1], Fauzi Naeim Mohamed[1, 2]

[1]City Graduate School , City University of Malaysia, Menara City U ,46100 Petaling Jaya ,Selangor, Darul Ehsan, Malaysia
[2]Universiti Kuala Lumpur , Jalan Sultan Ismail, 50250, Kuala Lumpur, Malaysia
Corresponding Author Email: 520mmamm@163.com

Abstract
Tim Yip (also known as Timmy Yip), a well - known visual artist from Hong Kong in China, focuses on film, television, costume, and make - up. His visual art is shown in the styling of film and television characters, the design of scene props, and visual painting. A large portion of his visual art creations possess a one - of - a - kind and remarkable style. He is adept at creating visual effects that carry traditional oriental aesthetics by using the concepts of western art philosophy. His scenery design involves post - production techniques. The post - production stage is crucial in the film making procedure. It plays a crucial role in the film - making process as it combines the prior work and enhances work efficiency for the sake of ensuring the quality of film and television works. Before the completion of film and television production, the post - production of film and television has to wait to use computer production software to finish the editing and processing of the film.
This article **purpose** to explore the present situation of post - production in digital cinema and television's film art design application, along with the application of Tim Yip's film scenery design in digital post - production. In this study, a combination of **quantitative and qualitative methods** was employed. A questionnaire survey was carried out, and 50 students randomly selected from digital image synthesis majors who have been involved in digital cinema and television special effects production were interviewed. The survey results were then assembled and evaluated. SPSS software was utilized for analysis technology. and utilized for initial research as well, like figuring out predictability, maintaining consistent quality, and ensuring legitimacy in a quantifiable programming way. **Conclusion and Recommendation**: The employment of film cutting and 3D modeling in the later - stage film and television production has promoted the development of various creativity and film - and - television post - production. Simultaneously, further research and future prospects should be carried out. The application of new post - production can enhance the efficiency of film and television production and reduce the cost of physical sets.
Keywords: Tim Yip, Post-Production, Scenery Design, Digital Camera

Background of the Study

The study's background involves considering how to enhance the efficiency of film and television effects. Simultaneously conducting further research and looking forward are necessary. New post - production techniques are of great help. They can boost the production efficiency in the film industry and reduce the costs of physical sets.

In recent years, China's film and television industry has gradually expanded its influence beyond Asia. Nevertheless, only a small number of Chinese films have received awards in globally influential events. What makes it so that Chinese movies, in terms of script and screen design, fail to strike a chord with international audiences? Only a few people. For example, Tim Yip. Although China's film and television have spread across Asia in recent years and had an impact on various countries around the world, not many Chinese films have managed to receive major awards on the international film stage. Regarding this issue, One of the main influencing factors is the post - production of the film (Zhang, 2020). Tim Yip, who is renowned internationally for his scenery design and is also a prominent filmmaker in Asia, his scenery design is characterized by traditional Oriental culture. His works in 2020 are a good example. Moreover, a great deal of digital technologies are also made use of. This paper mainly focuses on the analysis of the post - production required in Yip's scenery design. It also expounded on the specific post - production process in this scenery. Based on the methodology of qualitative and quantitative research, The significance and ubiquity of this technology in the future were hypothesized and anticipated.

Problem Statement

In China. As digital technologies make progress. film and television hardware is also in a state of evolution. The traditional mechanical shooting has been transferred to computer simulation, and computer simulation is already developing towards post - production. Currently, there remain some companies that utilize the old - fashioned technology. However, the writer holds this view. In the future. The film and television production methods should combine the virtual and the real, with the application of hardware devices and software complementing one another believe that it will have an impact on the development tendency of the film and television field (Zhang, 2020). This has been shown in the aesthetic presentation of Tim Yip's design. The movies directed by Yip have a scenery design that is full of mystery with an oriental touch, and at the same time, it is also technological and modern. This is an important problem that this paper clarifies today.

The study also focuses on an important aspect: in the context of the global rise of digital technology, it explores how Tim Yip makes use of this technology to plan for sustainable development in his future designs. This is to keep the audience's feeling of recognition and fondness for him.

This paper aims to study the impact and function of post - production in the films directed by Tim Yip. It will take several of his film scenes as examples. a questionnaire survey will be carried out among post - production students. Then, the popularity of Tim Yip's two - film scenery design in post - production will be analyzed. To solve this problem, a quantitative method needs to be adopted, and SPSS will be used for data analysis.

Research objective

1. To determine the importance of using post-production images in film effect production.
2. To examine the proportion of post-production technologies in Yip's film production.
3. Analyze the artistry and contemporary sense of scenic design in the films of Tim Yip. and estimate the future development trend.

Research question

1. What is the importance of using post-production images in film to effect production?
2. How about is the proportion of post-production technologies in film and television production?
3. What are the factors of post-production for the development of the art of cinema?

Literature Review

A review of the literature related to the topic of the study is presented in this section. A review of the literature in this section, which can make you have a better understanding of the subject and the aim of the study.

The article presents the development of post - production in Tim Yip's film scenery design. Tim Yip is an international filmmaker with much experience. He graduated from Hong Kong Polytechnic university, obtaining a photography degree in the 1982s. His work involves film directing, Art and design, Among his works are sculptures and photographs as well. The article uses the scenery of Tim Yip in the movie as an example, etc. In 1986, Yip started his first work *A Better Tomorrow*. With the growth of Hong Kong films overseas, he has gradually become famous and his influence has expanded. In 2001, The movie *Crouching Tiger,Hidden Dragon* won him an Oscar for Best Art Direction. He also got the British Academy Film Award for Best Costume Designer (Jiang, 2014). In 2014, this paper is associated with Tim Yip who concentrates not only on scenery design, Moreover, he is also adept at integrating digital technology to highlight the evolution of his works. In his scenography, Traditional craftsmanship and post - production technology complete each other, While making full use of the advantages of digital technology, the unique charm of Hong Kong film art is retained.

Using specialized technology, the post - production in cinema aims to assemble numerous shots into a complete film by processing the filmed elements. The film making post - production is of great significance. It plays an important role in guaranteeing the quality of film works, coordinating pro - production and enhancing work efficiency. Before the use of computer - based production software for the editing and processing of a movie, post - production in film and TV has to wait for the completion of film and TV photographic In the field of film and television, post - production is a very complex part which contains a variety of creative procedures. For the presentation of a finished film or TV work, film and TV post - production is utilized to make several improvements and to adjust and organize newly produced video segments. (Vertimati et al, 2019).

Focal point modification or focal point altering is the most crucial step in the post - production of film and TV works. This part of the job involves arranging and trimming different camera in film and TV works, thus making the key points in them well - organized. (Chen &Yang, 2020). When the shots in film and TV works are being edited and arranged, audio elements like music tracks and voice - over need to be dealt with during post - production. Currently, there exist

two types of dubbing methods. For the dubbing to be complete and in harmony with the story image and work progress, record the sound at the same time. When the sound is being edited later on, the picture which has been edited should be in line with the edited sound.

Finally, the dubbing stage comes. This kind of dubbing doesn't need a lot of technical knowledge. The dubbing crew usually starts with cutting the lens first and then does the dubbing. At a later time, only the volume requires modification. Often, the soundtrack of an excellent film or television work is more memorable than the work itself . It has to be combined with the theme of the story for the purpose of creating the atmosphere of the play, and it will be helpful for the creation of a situation (Huang et al , 2018).

Post-production Technology in the Red Cliff and Creation of the Gods I

The key technological process
Camera shooting, rendering, and digital modeling techniques are among the key technologies in film post - production. A single lens makes up an independent segment in film and television production. In the early development of the game field, post - production technology was widely utilized. In the early development of the game field, post - production technology was widely applied. The construction of a virtual game situation was achieved by relying on post - modelling software. Film and television art emphasizes shooting more than gaming. Exceptionally vivid scene creation and shooting methods are the foundations for creating film art. For movie and TV works created with post - production technology, High - end and excellent - performance professional photography equipment Just like a 360 degree camera. Three layer camera, Light field camera, and frameworks for capturing movement that are capable of being filmed in augmented reality (Bao, 2022). For example. In 2006, there was Tim Yip's film *Red Cliff*. For the purpose of attracting the audience's attention, A more condensed story needs to be adopted. At the same time, The scene props in the work need to be related to the plot content. This is the reason for using the 360 - degree camera and Rendering Farm System.

Digital film roles can help performers narrow the gap between the audience and actors, enabling the audience to be fully immersed in the story. Consequently, Performers need to have more refined performances. Digital effects technology can help enhance the authenticity of the performance. This technology has the ability to improve the quality of film and television works. The more effects camera utilizes 3D modeling to present these digital roles. For example, In 2021, there was Tim Yip's film work named *The Creation of Gods I* (see Figure 1).

Figure 1. Post- Production Illustration of Tim Yip's film work

The case in the superscription of *Red Cliff*. for example the 3D digital designer could produce 3D modeling the first, Then they applied the textures on the model, the rendering technology would be used which finally, but the case in the superscription of *The Creation of Gods I.* they used the same 3D modeling technology as well, including render and textures. It's not the same, the model object is scene prop in *Red Cliff*, the model object is more character in *The Creation of Gods I.*

Phases of Development post-production Technology
Post - production technology has already been explored and is no longer a virgin land. There are now tools, strategies and methods available to help one start from a relatively low - level position. Here, the main stages of developing post - production technology will be covered, along with the tools and capabilities required (see Figure 2).
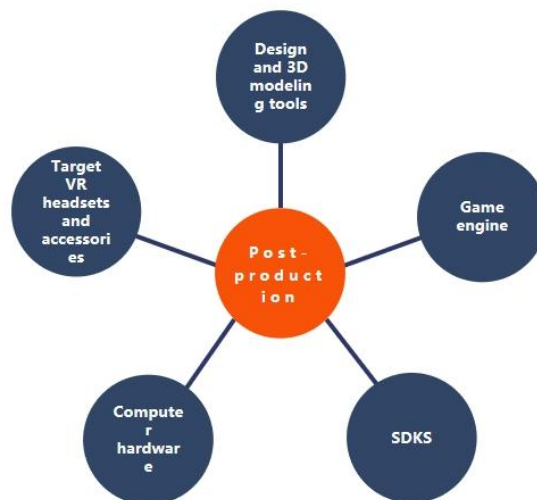

Figure 2. Basic post-production Requirements
Sources: https://www.altexsoft.com/

Phases 1: Design, program development, and 3D modelling tools
Similar to other software engineering projects, post - production development typically commences with design. This is generally the case since, for program development or educational needs, this stage may sometimes be skipped, and developers may utilize components from community - run libraries instead.

Phases 2: Sense of Art and Authenticity
The visual design of artistic imagery with the help of film post - production technology is intended to produce a lifelike image which can be likened to a real object. Despite its authenticity and surreal aspect, it may sometimes be regarded as a real item. The display can be enhanced when the designer utilizes his perceptive ability in the design process. As Figure 3 (He & Zhu, 2022) shows, if the designer further exercises their creativity, it might strike a chord with the audience, achieving the aim of provoking emotional reactions from them.

Phase 3: involves Platforms and SDKs.
The development of high - end effects in film and TV content requires more technical skills and experience. The following are the main development tools:

- Design software and 3D-make software
- Motion Capture System
- SDK (software development kit) of a chosen shipping platform
- High-end rendering farms and equipment

Figure 3. Authenticity post-production Illustration

Introduction to the process of make in THE CREATION OF GOD I 's roles
The author analyse the product process of *the Creation of God 1* in next . All the digital roles in a movie are first modeled, including Matte Painting scenes and Environments, etc, the Tao Tie beast is character model that perfect in workmanship, the model has no color, the Texture process gives the color to model, the shade process and the light process takes on the responsibility of the scene and characters being illuminated , finally, the digital characters could moving and action, it's mostly about Character Fx and Animation. When All post-production process was finished , this shots could be composited. This is digital character post-production in the film. See Figure4.
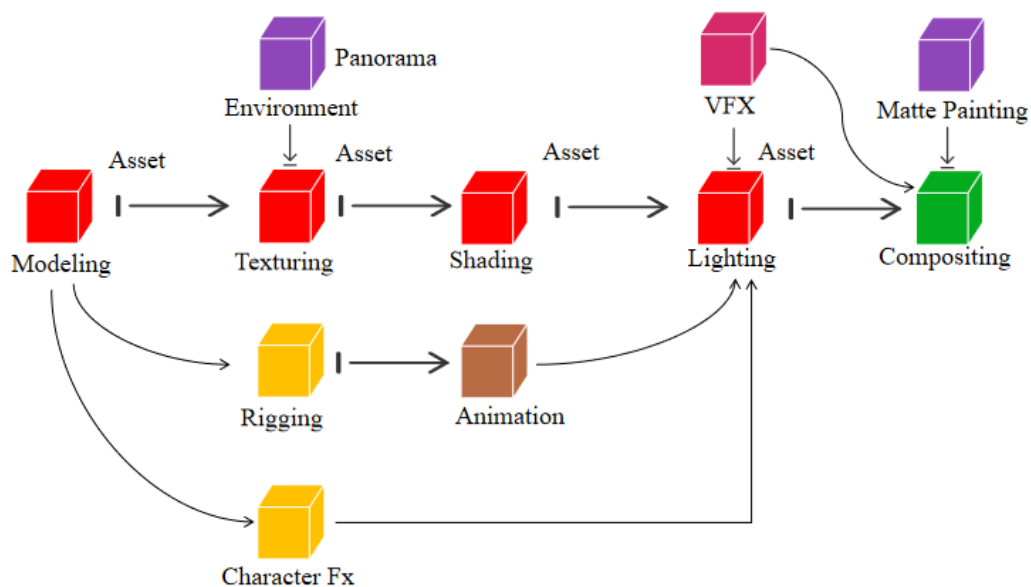

Figure 4. Digital role 's flow chart
Sources: https://metaso.cn/search/85789

Quantitative Methodology

When the estimate in an investigation is uncertain, a type of research known as Quantitative Technology can be utilized. Given this context, the poll in this article is for college students who have participated in digital image integration studies in advanced film. Also, their analysis of the relationship between Yip's design and post - production is included.

136 people were given this questionnaire, with 125 of them being recovered, which led to a recovery rate of 91.91 percent. After unqualified surveys were rejected, 113 valid questionnaires were used, giving an effective rate of 90.4 percent. Then, 50 students were selected for interviews. The poll focuses on the current popularity level in post - production of Tim Yip's recent film designs like *The creation of Gods I* and *Red Cliff*.

The questionnaire survey mainly focuses on whether the post - production technology can be utilized to mold the role and atmosphere of a scene in Yip's scenery design. the advantages of post - production technology in terms of technology in film and television production and the problems that may occur. The questionnaire survey results were organized, In order to preserve. After being collated, the results of the questionnaire survey were then examined and processed. In light of an assessment of the present situation regarding post - production, Based on a statistical review of post - production image studios in the scenery design of two films' production, there are multiple challenges and shortcomings.

Data Analysis

A questionnaire survey was carried out among students who had participated in majors related to digital image synthesis in the special effects production of digital film and television in this area. Through this survey, the findings are sorted and classified, which involves experimental results and analysis.

The profiles of 113 respondents are presented in Table 1. Their personal details were gathered for the purpose of analyzing their characteristics. It is evident from the results that the largest proportion (74.4%) is made up of males, with females accounting for 25.6%. The total is dominated more by males. The results indicate that both genders are in agreement with the post - production participation in Yip's film, and it is predominantly male - led.

Table1. Respondents Gender

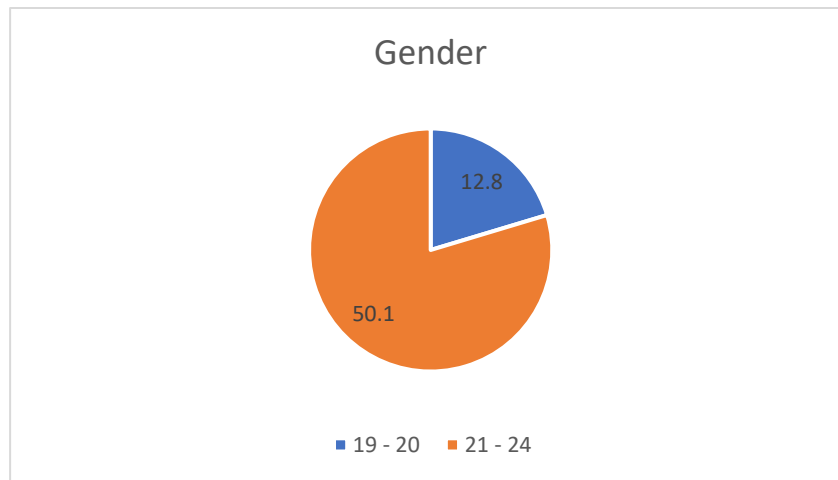|		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Male	67	74.4	74.4	74.4
	Female	46	25.6	25.6	100.0
	Total	113	100.0	100.0	

Figure 5: Respondent gender

The profiles of 113 respondents are presented in Table 2. To analyze the characteristics of the respondents, their personal information was gathered. It is evident from the results that 21 – 24 (50.1%) has the largest percentages. 25–30（21.1%）, The percentages for 31 and above are 15.0% and for 19 – 20 are 12.8%. It can be seen that the percentage in the 21 - 24 age group is relatively high. It indicates that as a person gets older, Figure6 presents the rate of different age structures and also takes into account post - production in Yip's film.

Table 2. Respondents Age

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	19 - 20	13	12.8	12.8	12.8
	21 - 24	46	50.1	50.1	52.1
	25 - 30	29	21.1	21.1	35.1
	31 and above	25	15.0	15.0	100.0
	Total	113	100.0	100.0	

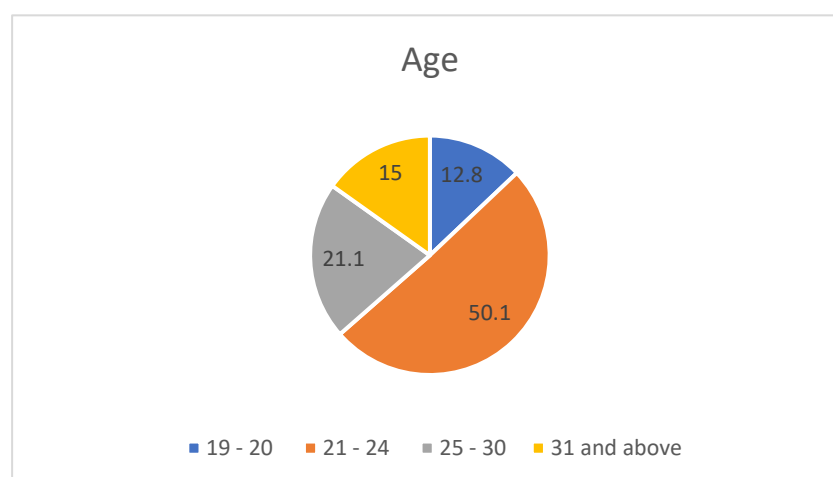Figure 6: Respondent Age

Discussion

One of the main challenges in visualization and aesthetic picture design is to discover new methods to present graphical data more captivatingly. Post - production technology has the ability to represent real or fictional scenarios in an engaging way. Finally, a comparison is made between it and traditional art image visualisation design, and it is concluded that post - production technology is of great importance for art image visualisation design.

Conclusion

In conclusion, this study has examined the post-production of digital film and television with the development of Post-production image technology. The scopes of film and television effects were filled by post - production image technology. It broadened the scope of film and television. It also improved the ways and outcomes of film and television production. another. This is very interesting. It is conducive to arouse students' learning enthusiasm. In addition,There exists an image post - production technology. Interactive images can be created by photographing characters and virtual objects. An amazing effect can be created. There is no denying that Post - production technology will be beneficial to other industries like healthcare, the military, and construction in the future, and they are taking the lead.

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