Framework to consider in developing your proposal

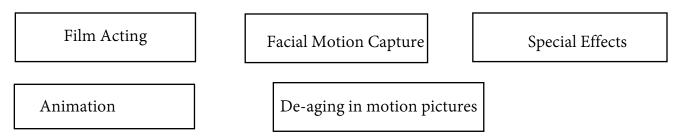## 1. Research Question and Project Rationale

what do you plan to research? how will you research it?
& why it is important to research this subject?

I would like to study how actors and post-production special effects and animators can work together more efficiently to produce better works in this era of advanced digital technology and its widespread use in film and television productions, and how they can further integrate their acting skills with the virtual environment.

From the actors' point of view when they are now supported by green screen and the Unreal Engine background, and use these technologies, which have been used extensively on film sets, to raise their acting skills to a higher level so that they can perform more naturally and realistically without the influence and limitations of these special effects environments.

From the perspective of post-production effects artist and performance animator, after capturing the details of the actor's performance, how to complete a more natural and smooth performance animation while retaining the actor's own performance characteristics, which requires the animator to be proficient in animation and understand the art of film performance at the same time, so as to better cooperate with the actor to create a better performance in the film.

2. At least 5 keywords

| Film Acting | Facial Motion Capture | Special Effects |

| Animation | De-aging in motion pictures |

3. Situate your proposal in relation to key texts, issues and debates.

Name and explain authors relevance to your project proposal

How actors use today's advanced computer special effects technology to create their own unique screen image.

How to make the actor's performance more natural and realistic in cooperation with special effects equipment and special effects artists to achieve a high degree of credibility.

What challenges does the increasing use of De-aging in motion pictures nowadays pose for the actor community and how should they respond.

How the special effects artist can maintain the same style as the actor's performance in the post-production stage and further improve the performance level of the work through his own skills.

How actors and post-production effects artists should work together to produce better results in the film.

4. Research Methodology and Analysis

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Gemini Man (2019)

The Irishman (2019)   De-aging in motion pictures

Marvel Superhero Sequence

Avengers: Infinity War (2018) Avengers: Endgame (2019)

Avatar: The Way of Water (2022)

5. Bibliography (not included in word count)

Harvard Style – For guidance on how to reference correctly (using your UAL login)
see appropriate examples on https://www.citethemrightonline.com/

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Hayes, D., Webster, C., 2013. *Acting and Performance for Animation.*

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Holliday, C. *(2022) 'Retroframing the Future: Digital De-aging Technologies in Contemporary Hollywood Cinema', The Journal of Cinema and Media Studies, 61(5)*

Hooks, E. (2017) *Acting for Animators*: 4th Edition. London, UNITED KINGDOM: Taylor & Francis Group.

Gierson, M., 2002. *Special Effects: Still in Search of Wonder*

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