



Media Montage Interpretation of Immersive Art Space

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Abstract: Immersive art is the most vigorous new art form in contemporary art, as well as the active practice of emerging media in the art field. No matter under any historical background, all art forms have the existence attribute of time and space, and immersive art is no exception. Compared with the "object" media in modern art, immersive art constructs its existence mode through invisible digital media. For immersive art, one difficulty it has to overcome is "how to express the meaning of the feeling". Media is not only an important tool to realize "speech", but also "speech" itself. What kind of "will" needs the cooperation of different media or among different media. In immersive art, the media is equivalent to the lens language in the film, and how the artist realizes the purpose of immersing the audience also needs the montage way of thinking, that is, how to select and combine various media to complete the artistic work. In different immersion spaces, media always plays a magical role. It is not only the language of art but also the art itself, not only the tool of artists' creation but also the intermediary connecting audiences and works.

Keywords: immersive art, space, art space, medium

Art space transcends physical space and conveys a virtualized mental attitude. Aesthetic space is the abstraction and art of physical space. In immersive art space, space means that artists can create more freely, break the limitation of physical space, and process and create physical space. Its real immersive experience is the image world that artists want to convey. "Art, as a free creation of human life activities, is a transcendence of the real world. An artistic world of time and space is a transcendence of the real world." Immersive art can be said to be an art form that relies entirely on technology to provide the audience with an all-sensory experience of the presence. In immersive art space, immersion is the purpose of artists' creation, and space is the aesthetic experience extended in the sense of immersion. Different media have different attributes, but also stipulate different ways of perception.

Every work of art has its own theme. How to express this theme is the montage thinking of the artist. The theme instructs the artist to find the appropriate media, technology, materials and artistic language. The interaction between art works created by artists and the audience creates a new aesthetic space. Even beyond the interaction process, it is undoubtedly the continuation and expansion of physical space. Immersive art can not only perfectly replicate the real world, but also create new space-time situations to immerse the audience, presenting a completely different world. "A large part of cyberspace's ability to induce immersion is its compelling spectacle. It's the spectacle that keeps our attention." Novel experience is the main source of maintaining immersion, and creating a new space to replace the presence of the real world is the goal it pursues. The audience is placed in a strange and surprising field, completing the double "purification" of body and mind, extending the new spatial relationship between the audience and the work, and subverting the previous experience world, which is a kind of spatial experience that can only be obtained in the era of artificial intelligence.

1. The realistic orientation of media simulation

To some extent, art represents the human desire to reproduce, or grasp, the real world. The relationship between man and nature has always been one of the themes that artists pay attention to. Immersive art's simulation of the universe and nature arouses modern people's initial affinity for nature, which has also become the mission of this kind of art space creation. The artist did not stop creating a representation of the real world. However, it is not only a copy of the objective physical space, but also an artistic expression of the physical space. In as much as possible to restore the real situation and realize the immersive art space, the artist for the choice of medium and cooperate with the need to be close to the simulation of the state of an object, first of all, from the vision: the shape, color, scale seems to be in line with the actual situation, motion state will remain consistent, so the request form and manipulate light technology are presented as far as possible the real effect. In addition, the auditory experience of the presence is also enhanced. Music and sound effects are tools to enhance the sense of immersion. The staggered coordination between various media acts on the aesthetic space at the same time, so that the real situation can be reproduced. Immersive is the best situation of this space form, and "being in its environment"

is realized in the immersive art space.

Digital media is of medium build a virtual space, although they are different from traditional art material, but still follow certain physical laws of optics and electronics, lighting, sound, image is the realization of the main media of the immersive art space elements, they are immaterial and virtual sex, is a new type of space form in new media art to the expansion of physical space, The artistic space needs to be built on these possibilities. In the age of mechanical reproduction, the essence of art is reproduction, and works of art are produced by mass reproduction. The development of media technology leads to the reproduction of art, and reproduction is the basic means of artists' operation. Accurate reproduction of the real world through multiple media is one of the ways to achieve immersion in immersive art space. This method relies on the reproduction of the audience's real experience in the art space.

It seems that human beings are born with concern and awe for the universe and nature. Both in the West and In China, the universe and nature are mysterious, great and unfathomable objects to observe. The beauty of order and harmony shown in the movement of the universe and the replacement of nature is also the highest pursuit of human beings for the form of beauty. Compared with the universe and nature, human beings are so small. Under the sky of the universe, human beings only have awe and yearning, which are also the inspiration of artists' creation. In that kind of immersed space, the media is an artist in the hands of a "brush" "magic", in artificial space to satisfy the space and time and the relationship of time and space to realize the immersive experience, as far as possible reduction of the true objective natural phenomena and the objective world is the artist's artistic ideal, simulate the true extent of the closer, the stronger the immersive. Under the cooperation of various media, the artificial reproduction of objective space is the development of media technology to today's artists have truly achieved beyond "imitation".

2. The body direction of media interaction

When the audience enters the specific environment created by the artist, they are deliberately influenced or dominated by the conditions of existence, and are completely wrapped by the artist's creative intention. The light, sound, activities, space and situation experienced by the audience during their coexistence with the work all affect the audience's understanding of the work. At this time, the audience and the work are a symbiotic whole. In such a space, they can not feel the passage of time, but just enjoy and experience. In the interactive space form, there are higher requirements for media technology, which should not only support the work to complete the interaction with the audience, but also show not vulgar. Because it is not vulgar performance audience to immersion, as a work of art shows the world not only the artist in the world, and the audience interaction ways reveals works works after the grasp of the world, the medium will both world interactive integration, artists and audience, communication between the three parties. This is also a kind of on-site experience that traditional art cannot achieve. Artists fully open their works of art through digital technology and create amazing experiences in the interaction between the audience and the works. Instead, the boundary between art and technology, audience and works is gradually blurred. In the aesthetic space of immersive art, a brand new aesthetic experience of human beings in the virtual space is formed.

Art has never been a "soliloquy", an artist's desire to be understood and interpreted. Duchamp's dictum "The viewer completes the work of art" has been given a new, more positive meaning. In the space and time of art that requires immersive experience through interaction, art is not the finished but the ongoing. Only with the participation and interaction of the audience can a complete work of art be formed. Of course, the requirements for technical media are also more precise and advanced. In previous aesthetic activities, the audience stood outside the works and carried out the aesthetic activities at a distance. However, in immersive art, the audience must participate in the works to carry out the aesthetic activities, which is defined by its technical characteristics. In-depth interaction makes the aesthetics of virtual space immersive. French philosopher Merlot Ÿ Ponti said: "The existence of most bodies is spatial and has a function beyond time by means of spatial relations." In the process of interaction with the works, the audience's "body" has gone beyond the individual meaning and become the carrier of artistic works to express emotion and information. "From the form of art to the space-time structure of art needs an intermediary, which is the perceptual process of art." That is to say, only when the audience's senses and feelings are involved in the work, can the space-time structure of the art work be established and the artist's creative intention and ideal be realized. In the space to expand the audience's senses, the interaction between the audience and the work is a positive state of interaction, which not only triggers the "mystery" of the work, but also extends the work to the audience's senses.

3. The emotional direction of the media function

Why would you want to immerse yourself in a situation that you know is fake? What makes the audience want to stay in the virtual world? The author thinks that this is because even though the situation is virtual, the emotion derived from it is real, really tapping the hearts of the audience. The gap between virtual space and the real world is weakened by

real experience. In such a spatial relationship, the world perceived by the audience is greater than that created by the artist. Immersed in the moment, they can neither see technology nor media, and the perception in the audience's heart surpasses the objective and virtual existence.

When human perception of the world starts to rely not only on intuition and experience but also on data information and electronic technology, human perception ability starts to be tapped infinitely. Advances in modern technology have made once impassable Spaces instantly perceptible. The pursuit and belief of all art forms, not only immersive art, can be said to stay in the mind and heart of the audience, leaving traces in time. In immersive art, artistic perception depends on media. McLuhan believes that "any new media is an evolutionary process, a biological fission process. It opens the door to new areas of perception and activity." Media is the channel of the audience's artistic perception and the bridge for the artist to enter the audience's psychology. The emotions, emotions and feelings of the audience are the direction of the artist's consideration when deploying media, and the immersive art space constructed is also the carrier of time, emotion, psychology and culture. In this spatial form, the artist pays more attention to the metaphorical and symbolic meanings of the audience's psychological experience and situation in addition to exploring the visual possibilities.

The measure of the success of immersive art is whether it allows the audience to fully immerse themselves in the artistic conception of the work. That is, the audience feels happy and relaxed in the current target situation and forgets about the real world. Hegel said that "beauty is the perceptual manifestation of ideas". Art first spreads in the external form of sensibility and reaches the idea of beauty through the emotional processing of human beings. A good work of art must first touch the emotions of the audience, and even magnify their emotional feelings. In immersive art, the creation goal of creating a psychological situation is to dissolve the audience's reason and blur the boundary between reason and emotion. The technical team of advanced image technology simulation, reduction, design situations, using computer control medium, can say is designed, it can satisfy the demands of the artists to create virtual space immersion, also realized the perfect combination of technology and art, technology to explore the possibility of not only the art, the possibility of more space. Between the virtual and the real world, information technology provides the possibility of establishing space, and emotion connects the virtual space and the real world.

4. Conclusion

In essence, art is an activity of exchanging ideas, thoughts and emotions. The development and evolution of media provide diversified forms of expression for art and change the original way of perception of art. In immersive art, the intervention of digital media not only breaks the spatial limitations of art, but also provides the audience with a media experience. The emergence of each new medium is a new extension of man. Technology change and mature of media gave rise to the immersion of art, the artist created the virtual space of the underlying logic is that digital technology involved in art, is engaged in the artistic creation is not directly to complete work, but first to determine the relevant rules and operation method, and with these methods to the implementation of autonomy, works of art is the result of the implementation. A medium is both a tool and a work of art. In immersive art, the performance of media is more flexible. It skillfully integrates into the interaction with works and audiences, blurring the boundaries between sensibility and rationality, reality and virtuality, technology and art. It is more like a complete set of programming, complex and multi-media experience. Immersion in the virtual world not only depends on the analog reproduction of the real world, but also depends on the real emotional feelings of the audience. How to control the audience's emotions is the purpose of the artist to explore the audience's psychological space by using digital media, and it is also the performance of montage thinking in the immersion space. Digital media give artists a greater degree of autonomy to manipulate space.

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