The Impact of Technology on the Film Industry

**Film**
- The advent of films on VHS video and laser disc players, greatly increasing the appeal of film to watch movies, increasing the appeal of film for filmmakers.

**Camera**
- Film cameras needed to be reloaded frequently, making filming a time-consuming process.
- Digital cameras have taken over, allowing movies to be filmed in high-definition, with less turnaround time and easier customization.

**Editing/Post-Production**
- The initial editing of all films was done by hand,physically cutting and pasting scenes together. Now, with digital editing, the process is much faster and more accurate.

**Animation**
- Hand-drawn animation to digitally create the realistic effects.
- Computer-generated animation was used alongside the hand-drawn animation to digitally create the realistic effects.

**Marketing/Distribution**
- Prior to the widespread use of the internet, film productions were only promoted via newspaper articles, billboards, and advertising campaigns.
- With the internet, marketing a brand-new sci-fi film could take significant market research to determine where and when to market it.

**Characterization**
- Actors used to get feedback from their directors to see what they were doing, and to make necessary adjustments.

**Props and Sets**
- Props and sets in early films were limited due to cost constraints.

**Ink and Paint**
- Early animation was created using ink and color on animation cells, getting rid of the need for hand-drawn animation.

**Computer-Generated Animation**
- Computer-generated animation is now used in a variety of films, allowing for more realistic effects and greater control over the final product.

**3D Printing**
- 3D printing has opened up new possibilities for film production, allowing for the creation of realistic props and sets.

**Social Media**
- Social media has allowed filmmakers to specifically target a particular demographic with similar interests.

**Crowdfunding**
- Crowdfunding sites allow audiences to donate money to projects or campaigns that interest them.

**Cost**
- Crowdfunding has allowed filmmakers to purchase and develop film, leading to a rise in independent filmmakers.

**Advancement**
- With faster computers and the internet, advanced speakers that make the audience feel like they are in the movie are now possible, improving the overall viewing experience for the audience.

**User Experience**
- 2D printed objects can be used by just one person, cutting down on the number of people needed for production.

**Interactive Viewing**
- Viewers can now get inside information and behind-the-scenes information.

**Revenue**
- By 2018, revenue from electronic home video is projected to demand programming, which includes streaming services and on-demand viewing.

**Industry**
- The content is curated on singular websites dedicated for theFilm industry.

**Conclusion**
- The film industry is changing, and new technologies are quickly becoming the norm. With the advent of technology, filmmakers and audiences alike are able to experience the film industry in a whole new way.