

## Talk about Images in Digital Images

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**Abstract:** With the increasing popularity of computer and other multimedia technologies, Chinese society has gradually stepped into the age of imaging. In the face of the rapid development of view media, how to quickly and accurately obtain information from images has become an important way to improve the competitiveness of high school students, especially art students. However, the lack of creative ability of contemporary Chinese students makes the cultivation of the ability to read pictures an urgent problem to be solved. To improve your creativity, you need to improve your ability to read pictures. This paper aims to improve senior high school students' ability of correct interpretation of images by elaborating the development and characteristics of images, so as to improve their ability and creativity of comparative observation of real objects and two-dimensional images and promote their painting skills.

### 1. Image Concept

Image mainly refers to the real picture of nature, and is still image, dynamic image. And images in western languages can be translated as image, picture and their derivatives. The common word used to describe "image" in later images is image. We can find several main words of image in the dictionary, which can be understood as: first of all, it can be understood as mental image and impression. It refers to the mental process that image forms image cognition in the mind of the viewer. Secondly, you can understand statues, portraits and ICONS, which also contain the meaning of graphical programs. Once again, it can be understood as an image or a copy, copy, similar image, indicating the transmission performance of the image. The fourth can be seen as the mental depiction of images. This paper mainly discusses the visual culture and communication function in the meaning of image words. Graphics mainly refer to the picture drawn by painting or drawing, including bitmaps, vector drawings, two-dimensional graphics, three-dimensional graphics, static graphics and dynamic graphics.

### 2. Digital Imaging

Digital image is a dynamic, integrated and active interactive "field" of artistic life. It brings a new artistic vision and brings more people's thoughts on life. Here, people can open a space for dialogue with image and listen to their inner voice through the sound of image. Image is an unreal and virtual world in our daily life, but it can reflect the real and real life, which has become an inseparable part of our daily life. Nowadays, among all art forms, the most rapid development is probably the film and television, which is commonly known as the film and television art. Art accompanied mankind through the first savage years, and became the spiritual home and soul habitat of mankind. It is a symbol of people's ideal of beauty and freedom. Art belongs to the public and everyone in society. Art comes from and grows in the people. Its highest mission is to serve the people.

### 3. Development Status of Images in Video Works

#### 3.1 Image History.

Images are how people live. Life is a kind of image, which is always presented in front of us in various forms, appearing in our sight. The image in our sight is the real space of human life, and it

is in a visual way that people begin to know the world. In human culture, the images in the line of sight are always shown as external images, and the unique wisdom and wisdom are used to make art and vision, which constitute the history of images. The history of images can also be said to be the history of human survival.

### **3.2 Development Status of Images.**

With the progress and development of society, image culture is also advancing rapidly. In the center and even the corner of the city can smell the taste of the image, the present city can be said to be the city of the image. It not only changes the appearance of the city to a large extent, but also affects the way of production and life of the public. Our life is surrounded by images, the rhythm and way of people's life on the contrary promotes the development of image culture. First of all, with the promotion of market commercialization, the production of images is constantly strengthened, which is flooding the society at an unprecedented speed and relentlessly eroding the human race. More importantly, it not only gradually dominates People's Daily life, but also forms some new ideologies and values, which also leads to profound changes in social structure and interpersonal relationships. Whether we admit it or not, traditional forms of language are changing, and with the proliferation of digital cameras, DV cameras and computers, people are becoming potential image makers, so people are getting used to using images to communicate. In today's information explosion, especially in the virtual space of film and television works, games and the network, all reflect the significance of the existence of images. Their constant pursuit and exploration promote the continuous perfection of images in film and television works, and also reflect the value of graphic images in video works. And these are constantly flooding and invading people's lives, they are surrounded by images, images of "house of flying daggers". It can be said that we live in an era of touching the soul of culture with our eyes, an era of being eroded by visual culture, an era of image that has never been seen in history.

## **4. Application of Image Graphics in Image Works**

### **4.1 Omnipotence, Change of Authentic Experience.**

The role of image culture in image works cannot be ignored. It is the key to the success of an image work. It can also be said that a successful image works, the image is the carrier of its soul, no image of the performance, the image works just like the blind, also lost the audience's appreciation, can only be projected as a vivid novel recitation. Of course, a successful video work is not only the picture can set off, it also includes a lot of content, and it is through a very complex process, gradually mature. Video works can be divided into sound and picture, but the picture in the video works occupies the majority of the work, no matter in the early or late production, are attached to the basis of the picture. However, the image of image works also refers to the graphic image, which contains a lot of art and culture. It is not only the actor's performance art, but also includes the art of light and shadow, makeup art, scene layout art, color matching art and so on. The comprehensive application of these cultures and arts fills up the image culture of video works.

### **4.2 Application of Images in Image Works.**

#### **4.2.1 Application of static images in image works.**

Image era not only use pictures as a way to attract the audience, because both images and text, is a kind of information carrier, can effectively achieve the purpose depends on their transmission function, but with the advent of the era of image, graphics operation concept and technology began to mature, all sorts of graphics has already formed the unique functions, they play an important role in the dissemination of information. First of all, they are intuitive and fast. We live in the information age. Graphics and images express information with concrete and visible images. Its visibility makes its communication process concise and rapid with vivid images.

The use of graphics and images in modern films has created an effect that takes full advantage of their authenticity and emotional power. First of all, it shows the real extension of vision. Due to the

intuitive characteristics of pictures, it simulates real scenes in video works to enhance the authenticity. In some films, the tragic scenes after the war are displayed with the real representation of graphic images, so that the audience is clear at a glance. The second is complementary with the text, the arrival of the image age does not equal to negate the text. We can see the combination of high banners and posters, text and graphics everywhere, filled with the desire of every audience. Again, emotional power. In the wenchuan earthquake, people in the disaster area lost their homes and loved ones' pain directly in the form of news pictures to convey the truth of the motherland, let every Chinese compatriots feel their suffering and offer their hands to help, at the same time with good wishes. And record history. Let every Chinese compatriots remember the history of their own country, inspire themselves to work hard and contribute to their country.

#### **4.2.2 Visual effects of moving images in image works.**

In video works, moving images often appear. It can be divided into displacement - time image and velocity - time image. It has many functions and meanings, which have different meanings according to different works and environments. In general, moving images have a strong visual perception. The speed of its movement has a direct impact on the audience's vision. Can give the audience a visual traction and extension. Displacement - time image can be summarized as the horizontal axis represents time and the vertical axis represents displacement. In this way, it can be shown that the stationary image is on a straight line parallel to or coincident with the horizontal axis and the image moving at a uniform speed is on an inclined line. The slope of the line indicates the magnitude and symbol of the motion speed. The perception of such images to the audience is only different in space. Compared with the velocity and time images, the visual perception is much weaker. The displacement time image is uniformly moving, and the velocity time image has no limitation. You can accelerate and decelerate.

The visual perception of the displacement time image to the audience is the change of the size of the graph in the picture. There is no spatial displacement change, but it is an image moving at a uniform speed and in a straight line. It can lead the audience's line of sight, so that the audience's understanding of the image graphics in the video works is more specific or more holistic. Using the moving image in the 2007 science fiction blockbuster transformers as an example, we can more intuitively feel the charm of displacement time image. You can clearly see the track and feel of this motion image. Its movement creates the extension of visual appreciation and observation, and it is the expansion of human line of sight and the desire of observation, which slowly leads the audience's line of sight into another microscopic world and foreshadow the continuation of the next lens.

The velocity time image is mainly the spatial displacement and the movement velocity change, is also frequently seen in the image work the movement image. Give the audience a kind of effect of space shift, change in the vision rich. The effect is more obvious, more visual impact on the audience. One of the most impressive 360-degree images in the matrix 1 film can be said to be unique in its visual impact. Such a continuous image is always attracting and guiding the audience's attention from its creation to its end. Use vertical multiple camera angles.

Shooting, the combination of the static image and the motion image, so that the motion range of the image is not limited, and there is no limit on the speed and time, give full play to the function of the graphic image in the sense sense. For pictures with a large space span, the development of technology is undoubtedly adding wings to the image effect. It is rare to see such a detailed and large image in the eyes of ordinary people. For example, when shooting the scene of eating vegetables and drinking wine, we also use close-ups. If we shoot it with the vision of ordinary people, we won't have any effect at all. But close-up is different, in the dish clip lens, close-up let a person shine at the moment, feel very novel, also very few people eat will be so close to the food. There is also the color collocation in the shooting, using warm colors, because the theme and echo, so in practice, constantly observe and think, how to express closer to the theme.

#### **4.3 Application of Graphics in Image Works.**

Graphics in the use of video works has been quite mature, it is not only in the plane image

advertising in film and television works are used in place. Due to its flexible features, it is widely used in reporting topics, magazine covers, photography, posters, outdoor advertisements and paintings. Graphic design has the function of enhancing the visual impact of the picture. The good or bad use of graphics and video works themselves do not have a great impact on the attention of the audience. A graphic with strong visual impact will make people can not help but divert their eyes, so as to patiently appreciate the content of the work. Therefore, in the use of graphics, we need to constantly seek for differences and innovations, so that the image works can move the audience more, have more vitality, and leave footprints in time.

## **5. Conclusion**

Images are closely related to human survival, the development of society and the progress of human civilization. Human wisdom and imagination create a breathtaking image world. We see with our eyes and touch the soul of culture with our eyes. We constantly create images to express our intuition, knowledge and understanding of the world. The world is presented to us as an image. Modernity centers on vision. With the development of science and technology, images have become ubiquitous under the influence of photoelectric. In the study of visual culture, there are still areas to be explored. Vision, vision, fantasy, form and image, all have a process of development. I believe that visual culture will have a further leap in the near future.

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