

IMAGE PROCESSING OR HOW TO LOOK LIKE VIRTUAL MAN? (ONTOLOGICAL ASPECT BASED ON COSPLAY)¹

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Abstract

New information technologies have quickly filled the life of modern man. Now we just can't imagine our life without gadgets, computers, cell phones, internet etc. All this modern information technologies are the base of new virtual reality. Virtual reality is a type of a reality created by using information technologies and human imagination. Moreover such type of virtual reality penetrate into the culture of modern man, creating new cultural phenomenon, one of this is the phenomenon of the cosplay. Originally from Japan, now cosplay is popular all over the world, and the main aim of the cosplay is recreate the personage from the virtual world in the real one, by using special costumes, attributes and of course special photography technique.

The main scope of our paper is analysis what means often the use the photographers to create an image of unreal hero on the photo with the help of a model or cosplayer. We analyse the effects of such photo, and the interception between the real man (model) and a hero.

Keywords: ontological, virtual world, cosplay, image processing, filters, photo, photographer, photo manipulation.

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