

The foundation of this scientific project is a research process analyzing the effectiveness of concretizing a multi-phase filmmaking with visual effects and virtual scenography to diagnose the possibilities of its application and presentation in film and television formats.

The innovative aspect of the dissertation is the application and description of real-time background generation within a game engine environment, utilizing specialized LED screens. This technique, relatively new and rapidly evolving, has been present in the film industry for only a few years, yet it is already revolutionizing the way audiovisual productions are realized.

The study presents two perspectives. The theoretical sections explore contemporary technological possibilities and the accompanying methodological changes in the film industry. Meanwhile, the descriptive sections provide an in-depth analysis of the rationale behind employing various visual effects solutions in practice, illustrated by examples of original film productions.

An inseparable component of the dissertation is the original examples of digital post-production effects. The core of the research is a series of music videos created for Miuosh's musical project „Pieśni Współczesne”. Each example serves as a pretext for reflections on the application of a specific technique and its significance in the filmmaking process.