Movie actors will one day be completely replaced by computer-generated models

Stance: Agree

An increasing number of recent movies choose to use computer-generated models to replace some of the real scenes. I believe that computer generated models will be as competent as real actors to act in movies. There are three reasons to support my argument: 1) Computer-generated imagery (CGI) can be extremely realistic. 2) Computer animation are improving. 3) Virtual actors have more possibility.

One significant reason why many people like movies is that movies can bring them exciting visual experiences. Current movies, arts and video games have shown that it is hard to tell differences between computer generated scenes and the real world if only depending on textures of objects. Computer generated models can also have incredibly realistic appearance. One example is a CGI girl named Saya who is created by Tokyo computer lab. Her images have received lots of doubts about whether she is a real person.

When the CGI looks extremely realistic, the realism of facial expressions and motions will become the main aspect where audience can tell whether a character is a real person or not. A few years ago, some films that try to make photorealistic characters have received negative response from audience due to the uncanny valley, a concept that refers to the phenomenon that the human audience (up to a point) tends to have an increasingly negative, emotional response as a human replica looks and acts more and more human.[1] However, recent movies and video games using computer-generated models have received less negative reviews about the realism of the characters. This is because a newer technology called motion capture has been applied in many of these works. Motion capture refers to recording actions of human actors, and using that information to animate digital character models in 2D or 3D computer animation.[2] This kind of technology will improve the realism of computer-generated models by making them act more like humans.

Additionally, virtual actors won’t be physically hurt, thus they can act more exciting actions in dangerous scenes than real people can. There are already many movies using computer generated models in dangerous scenes. According to the audience request, the virtual actors can be customized to appeal to audience. There are several movies and advertisement videos using CGI of famous actors who have passed away, such as Wilhuff Tarkin in Rogue One: A Star Wars Story.
References: