Retraction

Retracted: Space Modeling Design Art of Suspense Movies Based on Machine Vision

Mobile Information Systems

This article has been retracted by Hindawi following an investigation undertaken by the publisher [1]. This investigation has uncovered evidence of one or more of the following indicators of systematic manipulation of the publication process:

(1) Discrepancies in scope

(2) Discrepancies in the description of the research reported

(3) Discrepancies between the availability of data and the research described

(4) Inappropriate citations

(5) Incoherent, meaningless and/or irrelevant content included in the article

(6) Peer-review manipulation

The presence of these indicators undermines our confidence in the integrity of the article's content and we cannot, therefore, vouch for its reliability. Please note that this notice is intended solely to alert readers that the content of this article is unreliable. We have not investigated whether authors were aware of or involved in the systematic manipulation of the publication process.

Wiley and Hindawi regrets that the usual quality checks did not identify these issues before publication and have since put additional measures in place to safeguard research integrity.

We wish to credit our own Research Integrity and Research Publishing teams and anonymous and named external researchers and research integrity experts for contributing to this investigation.

The corresponding author, as the representative of all authors, has been given the opportunity to register their agreement or disagreement to this retraction. We have kept a record of any response received.

References

[1] Z. Zuo, "Space Modeling Design Art of Suspense Movies Based on Machine Vision," *Mobile Information Systems*, vol. 2022, Article ID 8149182, 9 pages, 2022.

Research Article

Space Modeling Design Art of Suspense Movies Based on Machine Vision

Zhicheng Zuo ◍

Department of Film Press and Contents, Cheongju University, Cheongju 28503, Republic of Korea

Correspondence should be addressed to Zhicheng Zuo; 184160415@smail.cczu.edu.cn

After suspense movie space has a substantial role, it plays an irreplaceable role in movie narration. Different spatial forms can give us different feelings and different spatial feelings and can cooperate with different stories to create a different atmosphere. In this paper, a new 3D human behavior recognition algorithm in MV (machine vision) perception is proposed. The new algorithm is achieved by collecting the human behavior images and detecting the contour areas of the images. By reducing the projection area of the spatial positioning error area of unknown nodes on the plane, the positioning accuracy of unknown nodes in each axis direction is improved. The necessary brightness correction and color saturation compensation are carried out in color space. The results show that the average recognition rate of human behavior in MV perception is 95%, which can effectively improve the recognition accuracy. The enhanced color image is not only clearer but also more vivid and bright, which achieves the expected purpose.

1. Introduction

The specific time and space in movies are perceived and then used, which shows that it has an inseparable relationship with the formation of art. Indoor furnishings, props, and the use of colors are the most important presentation ways of movie space. As a space design art, these presentation ways will be displayed one by one with the promotion of the film plot. Not only does a successful suspense movie depend on novel drama structure, complex plot setting, superb suspense presupposition, and the ability to control details, but also the artistic processing and treatment of indoor and outdoor scene space in the movie will play a particularly crucial role. Many suspense movies are based on mystery novels as script prototypes. However, an excellent suspense film can be completed by more than just a mystery script. The difference between suspense films and other types of films is that they have different narrative characteristics from other types of films. The open space often gives people the feeling of freedom, and different spatial forms add a lot of functions to the creation of story atmosphere, laying the foundation for the expression of story theme.

As the basis of film space theory research, space theory provides a clear direction for it. Marsen et al. think that space contains new meaning and philosophy in controlling film narrative, and film space will become an important way of existence and a dimension of film narrative [1]. Mun roughly analyzed the characteristics of movie interior scene design from the aspects of creating environment atmosphere, highlighting local characteristics and deepening the theme of the film, as well as the related matters needing attention in the scene design in movie creation [2]. Sinka broke the boundary between language and design by using the cross study of rhetoric and interior space design. With reference to the research methods of traditional language rhetoric theory, it systematically analyzes and summarizes the expression of indoor space language from the perspective of "literary description" [3]. It is believed that space has new meaning and philosophy, and it has become a new form that dominates film narration and an important dimension of film narration. With the continuous reshaping of the understanding of space by film artists, film space plays an important role in film narration.

The artistic combination of space and modeling decoration of suspense films is a sign that the language of film

texts is gradually modernizing, and it is also the requirement of film art itself. The significance of this research is that it can be not only a measure of whether movies meet the psychological expectations and aesthetic standards of people watching movies in contemporary consumer society but also the key to the success of market strategy and operation mode. Based on MV (machine vision), this paper combines the concept of suspense movie space with modeling design, analyzes suspense movie scenes and semantics, abstracts and summarizes the expression forms of movie scene space design, and seeks its expression methods to make it more systematic. Relatively speaking, it is a brand-new perspective and a meaningful attempt.

2. Related Work

2.1. Research on Film Space Modeling Design. The reality in movies has always been constructed with a purpose by writers and directors. Writers construct a story full of suspense with their strict logic and distribute suspense points in every corner of the story so that the audience can find their way into the vortex of the story. The task of space modeling is to design a unique space form according to the script so that the actors can feel the emotions needed by the story in the space.

Lefkowitz made full use of logical analysis in concrete analysis and finally analyzed and discussed the characteristics and skills of suspense movies in confined space in detail through the analysis of movies [4]. Haworth, starting from the film itself, tries to explore the essential relationship between film and space. In the two fields of film theory and film production in practice, the "homogeneity" of film editing and space is affirmed [5]. Paul analyzes the aesthetic culture of display art in the performance of film and television creation, discusses the expression ways and the following principles of display art in movie scenes, and puts forward a series of problems like scene props and display should conform to the development of the plot, paying attention to the historical context, and so on, which have higher requirements for surrealist movies in space presentation [6]. Taking surrealist movies as the research object, the author makes a comparison between their spatial presentation characteristics and other movie spaces so as to explore the spiritual core of surrealist movies. Miranda and Wanderley proposed that interior furnishings should exist as art in movies and its aesthetic culture is reflected by props and furnishings. These designs should not only serve the plot but also reflect its artistic value [7].

2.2. MV Correlation Research. MV technology is a modern measurement technology based on optical measurement and compound digitalization in photoelectric measurement system. In the process of MV perception, it is necessary to accurately identify human behavior so as to provide data support for machine intelligence services [8]. Therefore, the method of human behavior recognition in MV perception has become a hot topic in the field of MV [9].

Ye et al. in the field of remote sensing surveying and mapping, the Institute of Electronics, Chinese Academy of Sciences, studied the method of remote sensing image target recognition based on deep learning and improved the accuracy and efficiency of target recognition [10]. Nandi et al. proposed an MV device and method for can inspection [11]. This method proposed an entropy clustering algorithm combined with prior shape constraints to locate the can and divide the area. Multiscale detection algorithm was introduced to look for defects along the projected contour, and the accuracy of defect detection for round cans with this method reached 99.48%. Dawood et al. put forward an MV system for orchard navigation [12]. This system captures the crown and background sky of fruit trees in the orchard in real time through a multispectral camera and provides unmanned vehicles on the ground with the characteristics of the central row of trees that can be used for autonomous navigation. Experimental results show that this system can achieve autonomous navigation in peach orchards. Amraei et al. designed an identification method of broken blade in edge profile milling machine based on MV [13]. In this paper, it was pointed out that, by positioning the blade screw, the expected position and direction of the blade were determined by geometric operation, and the deviation from the expected blade to the actual edge of the blade was calculated to determine whether the blade was damaged or not.

Yang et al. proposed the face detection method based on AdaBoost. Up to now, the object detection algorithm has gone from the traditional architecture of artificial design features combined with a shallow classifier to the EndToEnd object detection architecture based on big data and deep neural network, and the object recognition technology has gradually matured [14]. The automatic apple sorting and quality inspection system designed by Dema et al. integrates image processing and curve-fitting software, which makes the accuracy rate of the sorting process approach 96% [15]. Sun et al. put forward a dense segmentation method based on texture and a fruit detection method based on shape to calculate the MV algorithm of mango trees [16]. This method can accurately segment and detect the fruit in the crown image and can quickly and accurately predict the fruit yield on the spot.

3. Research Method

3.1. Creation of Suspense Movie Space Form. Movie space refers to the basic space world embodied on the screen, which mainly includes two basic methods: the first is to reproduce the space, that is, to copy the real scene or the freehand scene realistically. The second is to create space, that is, by dispersing a series of montages of individual scenes together to form a unified and complete scene, emphasizing the creative function of montage.

There are three kinds of narrative focus in movies: zero focus, internal focus, and external focus. In the internal focus, the narrator only tells the audience what he knows from his own point of view, and the audience gets as much information as the characters. When choosing the camera position, how to control the viewpoint is the decisive factor, and the flow change of viewpoint usually appears in feature films. The viewpoint can quickly transition from this role to

the role and remain objective and neutral. Through this limited space, the suspense is more intense and intuitive. The creators of suspense movies constantly create conflicts and suspense, thus enhancing the drama of the story, impacting the audience's vision and thoughts, and then expressing the main idea and viewpoint of the story more deeply.

In the process of understanding and thinking, we gradually found that thinking dialectically from both sides is easier to grasp the key of the problem and obtain more ideal and scientific cognitive effect than simply looking at the problem from one angle. Make the original static objects vivid and the isolated objects vivid so that the objects or concepts to be expressed are more intriguing and the public can get a more perfect and clear interpretation of the cognitive goals.

Therefore, for the scene space of suspense films, in order to highlight the communication of rhetorical images and spirituality, it focuses on the deformation of physical properties of spatial form and the change of vital signs, trying to create a distorted, weird, and absurd visual image, and making use of the abnormal and irrational spatial features to establish a closer connection with the potential consciousness and spiritual demands of characters.

When an object is photographed by a camera, the light reflected by the object is transmitted to a CCD (Charge Coupled Device) through the camera lens. After the CCD is exposed, the light information of the measured object forms an optical image on the photosensitive surface through the optical system, and at the same time, the charge is excited on the photosensitive element. If camera distortion is not considered, the camera linear model is pinhole model [17].

According to the principle of pinhole imaging, it is assumed that the size of the measured object is Y, the image height is y, the distance between the object and the center of the lens (object distance) is L, the focal length of the lens is f, the distance between adjacent pixels is d, and the number of pixels occupied by the image height is N; namely, $y = Nd$. From the lens imaging formula, we can get

$$Y = \left(\frac{L}{f} - 1\right) Nd. \tag{1}$$

The measurement process includes optical imaging, image signal output, binary processing to determine the figure outline, measuring the number of pixels between the outlines, and calculating the measured parameters according to the measurement formula [18].

If the positioning area of each anchor node is a hollow sphere with thickness 2ε, the positioning area of the unknown node is the intersection A_p of four anchor node positioning areas.

When ε is not large, the composition surface of A_p can be regarded as a plane, the four groups of opposites of A_p must be parallel planes with a distance of 2ε, and A_p must have an inscribed sphere R with a radius of ε:

$$R = \left\{ (x, y, z) \mid x^2 + y^2 + z^2 = \varepsilon^2 \right\}. \tag{2}$$

When the number of anchor nodes increases, there are more and more sections of A_p, and A_p approaches R more and more. The smaller R is, the smaller the location area of
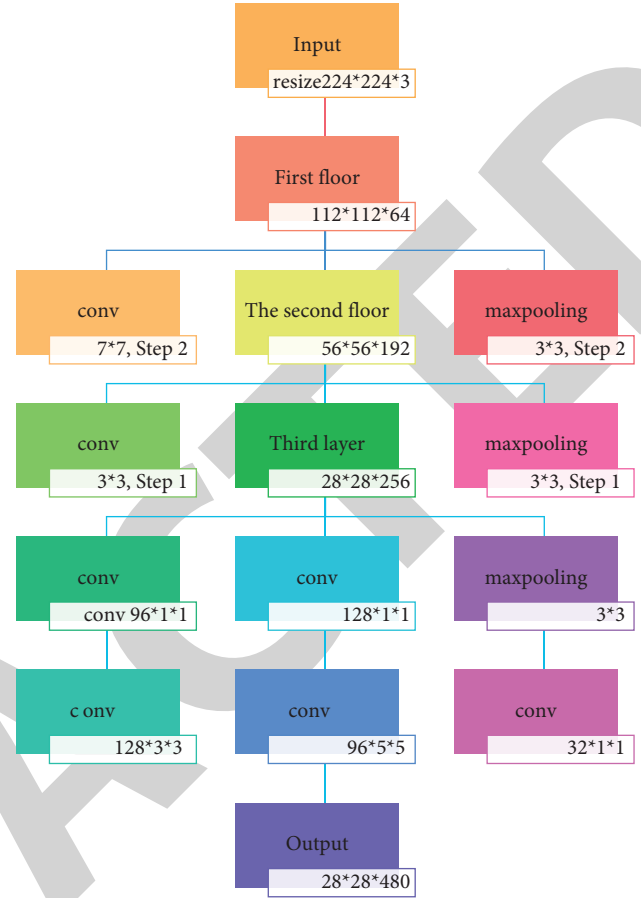

Figure 1: Model operation flowchart.

unknown nodes is and the higher the location accuracy is; then R is the absolute error area of unknown nodes.

This section mainly introduces the image classification method based on CNN (Convective Neural Network). Combined with the demand for suspense movies, this paper chooses a CNN model with simple system construction, high accuracy, short prediction time, and wide application range [19]. CNN belongs to the category of neural network and is a classic and widely used structure in the field of deep learning technology.

The idea of AlexNET applies the basic principles of CNN to a deep and wide network, which makes the values of local neurons with larger responses become larger, suppresses other neurons with smaller feedback, and enhances the generalization ability of the model.

Net introduces the Inception structure (integrating feature information of different scales) and adopts a parallel structure. The high dimension and wide dimension of the feature matrix obtained by each branch must be the same. The running flowchart of Google's first three layers model is as follows (Figure 1).

Features that are useful in one area may be applicable in another area. Therefore, in order to describe a larger image, the maximum value of a specific feature on the image can be calculated to represent the features of this area, and the maximum pool can retain more texture information [20].

The ReLU activation function formula is as follows:

$$f(x) = \max(0, x). \tag{3}$$

ReLU function has the following advantages: unilateral inhibition, relatively wide excitation boundary, and sparse activation, so it is the most widely used activation function.

The essence of 3D reconstruction refers to the establishment of appropriate computer expression and mathematical model for 3D objects. That is, it can be understood that, by inputting data formats that can be understood by the computer, these input data are converted into three-dimensional images of objects displayed on the computer screen through the inherent three-dimensional reconstruction algorithm. For the 3D reconstruction algorithm, the reconstruction process includes data acquisition, preprocessing, point cloud registration, and triangulation. Among them, point cloud registration is the key point in the process of 3D reconstruction, and the result of point cloud registration directly affects the accuracy and authenticity of the final 3D reconstruction model.

Because the computer cannot know the scale of the object contained in the image to be processed in advance, it is necessary to sample the image at multiple scales and get the best scale of the object of interest from these sample images. The scale space of an image is the description of the image at all scales. The scale space of an image can be symbolically expressed as an image pyramid.

When the matching point between the target point cloud and the reference point cloud is known, ICP (Iterative Closest Point) algorithm can be described as follows.

Suppose there is a reference point cloud point set P, and its matching point set corresponding to the target point cloud is Q. Then, the process of aligning and registering the reference point cloud to the target point cloud can be understood as minimizing the value of

$$f(R, t) = \sum_{i=1}^{N} \left\| Q_i - (RP_i - T) \right\|^2. \tag{4}$$

Equation (4) is the objective function in point cloud registration. The so-called optimal transformation matrix for point cloud registration is the process of making the objective function value converge to the minimum.

The essence of the ICP algorithm is to solve the rotation matrix R and translation vector t between the reference point set P_i and the target point set Q_i, so as to minimize the objective function. For how to use matching points to solve the optimal transformation matrix, the ICP algorithm can iteratively minimize to the optimal solution.

Then, for the objective function, it can be simplified into the form as shown in

$$\sum^2 = \sum_{i=1}^{N} \left\| q_i' - Rq_i \right\|^2. \tag{5}$$

The concept of triangulation of curved surface point cloud is to divide the points in space into triangular planes according to the triangulation algorithm for discrete point cloud data in space and finally make the point cloud from a complete triangular mesh.

3.2. Film Space Color Design.
Reality and fantasy are two common narrative elements in suspense movies. Even if what is displayed in the image is unrealistic or surreal space, all this needs realistic space to carry the narrative scenery. On the basis of objective reality, enlarge or reduce the image features of the spatial elements, create novel and surprising visual effects, have a strong visual impact on viewers, and enhance the expressive force and appeal of the spatial theme.

Only when color is used in specific situations can it better express its authenticity. Such situations are based on the category of movies and the meaning of color. Some film workers make full use of color to create the atmosphere of the film so as to express the deep connotation of the film. At the same time, for film and television creators, it is also a way of film and television processing and creation so as to enhance the connotation of the film.

The spatial structure of a certain picture in the movie has a strong interpretation of the spiritual connotation, which leaves a deep impression on the audience. When it is in a certain picture background, it is associated with the background, creating contrast and conveying the spirit of the movie. When creating a movie space, artists often use different colors to express their emotions and endow the movie with personal thoughts and souls.

In suspense films and television works, closed color images, such as black and white and dark blue, which are dull and gloomy, can bring people feelings of depression and sadness and can arouse people's reflection on social reality and moral introspection. In confined space movies, the use of color has certain characteristics. This kind of movie often uses closed colors, that is, inactive colors, such as blue, black, and white, which bring people into sad scenes, and being in such an environment makes the audience reflect on themselves and other things.

It can experience deeper emotional significance and spiritual touch while experiencing shock and arousing thinking. For the audience, the audience's sight is framed in a fixed space scene, and all contradictions and conflicts should be concentrated in this narrow space so that the presentation of a temporarily closed space can better show the dramatic effect of the film.

The algorithm adopted in this paper is to analyze and process each component in different color spaces reasonably and effectively on the basis of the existing theory and adjust it with the corresponding contrast adjustment function. After the adjustment, the layering of the image is not obvious, and the details in the dark place are blurred. Therefore, the dynamic range adjustment in RGB space is further made to make the details of the image clear. The whole processing flow is shown in Figure 2.

There are two types of human retina: cone-shaped cells and rod-shaped cells, among which cone-shaped cells are mainly sensitive to color, rod-shaped cells are more sensitive
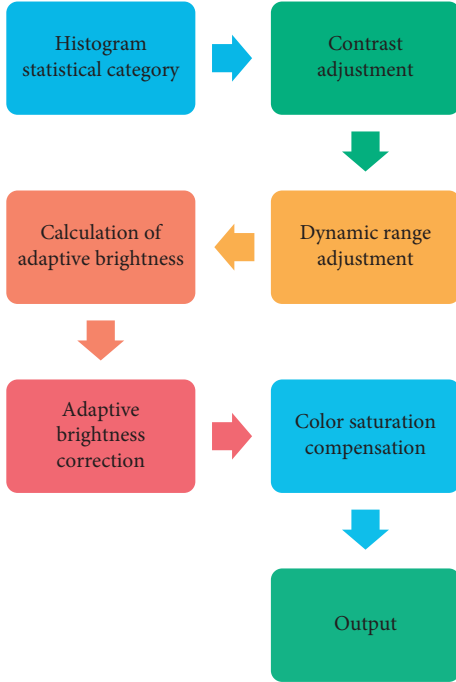
Figure 2: Algorithm processing flow.

to intensity, and the change of intensity is nonlinear. The human eye's response to the input receptor is expressed by MTF (Modulation Transfer Function). A basic MTF model is as follows:

$$I_0(x, y) = K_1 \lg[K_2 + K_3 I_i(x, y)],\qquad(6)$$

where K_i is a constant, $I_i(x, y)$ is an input, and $I_0(x, y)$ is an output.

The concept of linear system can be applied to human visual system, and the MTF function can be inversely transformed to obtain a new function so that the MTF after passing through the human eye has an approximate linear effect, which can be called linear correction function. The formula is as follows:

$$I_{\text{out}}(x, y) = \frac{K_1}{K_2 + e^{K_3\left(K_4 - I_{\text{in}}(x, y)\right)}},\qquad(7)$$

where K_i is a constant, K_1, K_2 are normalization constants, K_3 is a parameter for adjusting the contrast of the image, and K_4 is used for adjusting the brightness of the image. $I_{\text{in}}(x, y)$ is the input signal, and $I_{\text{out}}(x, y)$ is the output signal.

Considering the amount of calculation and personal preference for color vividness, the exponential stretching method is mainly used in the experiment; namely,

$$\begin{aligned} S &= \sqrt{a^2 + b^2}, \\ \overline{S} &= S^a, \end{aligned}\qquad(8)$$

where S is the original saturation component, $\overline{S}$ is the transformed harmony component, and a is the stretching factor, which determines the saturation degree of the saturation component.

In the color space, the brightness information is counted by histogram. According to the histogram information, the image is judged as dark, normal, or bright, and then different adjustment functions are adopted to adjust it according to different situations.

$$\begin{cases} \text{partial darkness,} & \dfrac{N_1 > (M \times N)}{2}, \\[2ex] \text{normal,} & \dfrac{N_2 > (M \times N)}{2}, \\[2ex] \text{pianliang,} & \dfrac{N_3 > (M \times N)}{2}, \\[2ex] \text{no treatment,} & \text{other,} \end{cases}\qquad(9)$$

where N_1, N_2, and N_3 are the number of pixel values falling in dark, normal, and bright areas, respectively. In this paper, the appropriate threshold is selected through many experiments to divide these three situations.

When the dynamic range is too large, because the brightness change range that can be distinguished by human eyes is limited, the signal in the dark area is often covered by the signal in the high gray value area, which affects the performance effect of the target area and makes it difficult to identify the details of the dark area [11].

By analyzing the characteristics of each component of an image in various color spaces, we can skillfully use the function characteristics of power function in the range of [0, 1]. And the brightness of the input image is adaptively corrected to different degrees by using the commonness of the brightness components of the image.

4. Result Analysis

In the process of film shooting, a space is repeatedly used for shooting, and many storylines and character relationships are closely related to a fixed location. Suspense film is a type of film that uses intricate narrative methods and plots to create suspense. This kind of film will make the audience feel nervous, so they can follow the plot full of doubts in the film to think and find the answers to suspense events. The reconstruction and artistic expression of the visual elements of the material space in the film originated from the film-makers' understanding and cognition of the design composition of the real interior space design, and then it can present an intuitive and sensible physical image, as well as a beautiful and exquisite visual feeling. More importantly, the artistic space itself has a relatively independent aesthetic meaning and cultural value in the whole suspense film text "context."

In order to verify the effectiveness of this algorithm, an experiment is needed. During the experiment, it is necessary to establish the MV perception simulation environment first. During the experiment, the behaviors of human body in four situations, such as walking, squatting, sitting, and bending, are selected, and the three-dimensional human behavior recognition algorithm proposed in this paper is used to

TABLE 1: Algorithm recognition result.

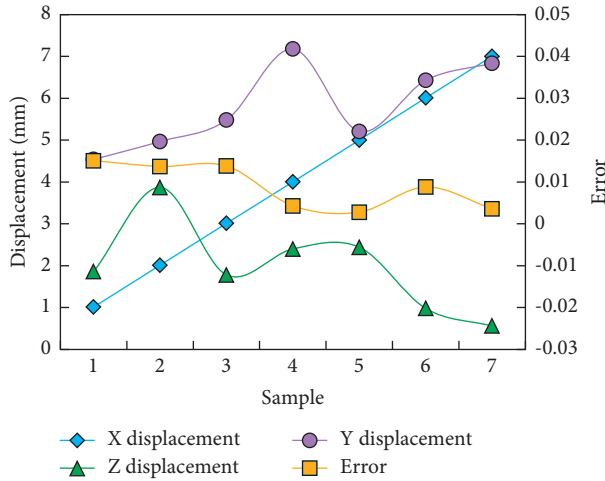|	Walk	Squat down	Sit	Bend down	Discrimination (%)
Walk	9	1	0	0	90
Squat down	0	10	0	0	100
Sit	0	0	9	1	90
Bend down	0	0	0	10	100
Average recognition rate (%)			95%		

FIGURE 3: Measurement results of moving x-axis static test.
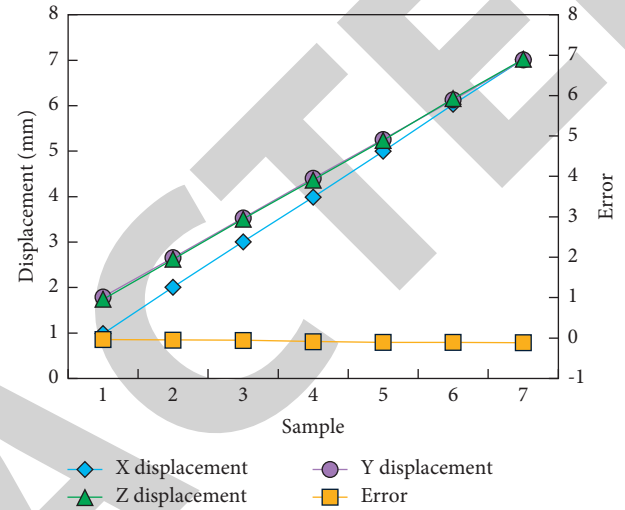

FIGURE 4: Measurement results of XYZ triaxial static test.

recognize them. The contour area of the initial image of human behavior is detected.

Extracting the three-dimensional feature components of the image in the target contour area can complete the three-dimensional human behavior recognition in MV perception. According to the method described above, the obtained recognition results can be described in Table 1.

It can be known that the average recognition rate of human behavior in MV perception using this algorithm is 95%, which can effectively improve the recognition accuracy.

Install the target on the displacement test bed, two cameras shoot and record the reference image of the initial position of the target, open the displacement test bed, then shoot and record the working condition image of the target's motion state, set different maximum displacements of the target along the three-dimensional direction, do five groups of experiments in total, each group records 10 images, and close the displacement test bed. The results are shown in Figures 3 and 4.

It can be seen that the relative error decreases with the increase of x-axis displacement. With the movement in the x-axis direction, the displacement changes in the y-axis and z-axis directions also appear, which is caused by the mathematical model and the algorithm itself, but the calculation results caused by this addition are all small. The maximum absolute error in the x-axis direction is less than 0.0147 mm, and the maximum relative error is less than 1.36%.

In the movement process of the platform, besides the movement in the y-axis direction, it will also lead to the movement in other coordinate axes. In this additional

movement, the rotation angle around the y-axis is slightly larger, while the rotation angles around the x- and z-axes are both smaller. It shows that when the platform vibrates along the y-axis, a slightly larger rotation angle around the y-axis will be introduced. When the linear displacement platform vibrates, the vibration direction of the rotating rod and the geometric center of the platform cannot be completely coincident, so the platform will slightly swing relative to the rotating rod.

Suspense movies are often related to dark events such as crime and murder, and the setting of characters is also biased towards social marginalization, mainly inclined to the characters wandering in the black and white fringe, such as thieves, killers, and groups at the bottom of social groups. Through the blank space outside the painting, the audience's imagination can be stimulated, the space of the whole film can be expanded, the information and content of the film can be enriched, and the audience can actively anticipate what will happen outside through imagination, thus increasing the blank space and charm of the whole film and making the audience perfect the whole film through imagination. This section uses a variety of models to identify different scenes of suspense movies with the same learning rate setting. The identification results are shown in Table 2.

As can be seen from Table 2, the test accuracy of the AlexNet model is the lowest, the test accuracy of the VGG16 model is similar to that of GoogLeNet, the accuracy and loss function value of the training set are both good, both verification set and test set are optimal, and the weight model is in a moderate fitting state.

TABLE 2: Comparison of different model results.

Method	Iterations	Training loss function	Training accuracy	Verification loss function	Verification accuracy	Test accuracy
AlexNet	81	0.014	1	0.214	0.916	88.014
VGG16	66	0.023	0.986	0.003	1	96.327
GoogLeNet	46	0.016	0.991	0.007	0.998	99.869

In the artistic creation of suspense films, the director often uses the means of overprinting to establish a close connection among the spaces of the same picture so that it reflects the subjective ideological motivation, so as to create a kind of multijuxtaposition visual effect with a special meaning. Animal horns, specimens, and so on all reveal a horror element, which satisfies the audience's image acceptance of horror psychology. In addition, most of the images are gray-white to frame the narrative picture of the images. The depressing color of this picture makes the audience unable to escape the intense and exciting plot induction, thus truly deriving the fear from the psychology and then making the horror meaning of the images more artistic and emotional.

In order to verify that the proposed 3D reconstruction algorithm improves the traditional algorithm, the strategy design pattern is adopted in the point cloud data registration module of the 3D reconstruction system designed in this paper. In the reconstruction of objects, the three-dimensional reconstruction algorithm in this paper and the traditional ICP registration reconstruction algorithm are used, respectively, and the reconstruction efficiency of the two algorithms is compared. The comparison between this algorithm and the traditional algorithm is shown in Figure 5.

It can be seen that, compared with the traditional reconstruction algorithm based on ICP registration, this algorithm introduces the method of image feature point detection into the rough registration stage of point cloud registration and realizes the dimension reduction of rough registration. At the same time, the idea of space bounding box is introduced to limit the search space, thus improving the search efficiency of matching points. Compared with the traditional reconstruction methods, this paper has improved the overall object reconstruction efficiency.

At the same time, this paper combines the RGB value of point cloud and the distance between points as the feature measurement method of accurate registration. Compared with the traditional feature measurement method based only on the distance between points in ICP registration, the accuracy of point cloud registration has been further improved.

In order to verify the applicability of the algorithm, a variety of scenarios are selected for experiments. Applying the direct gray-scale image enhancement algorithm to the brightness component of a color image while keeping the other two components unchanged can play a certain role, making the details of the image clearer, but ignoring the color information of the color image makes the image appear monotonous. Figures 6 and 7 show the experimental results of various scenarios.

By analyzing the brightness histogram information of the input image for discrimination and classification and making full use of the color space to skillfully process each component, the video image quality can be enhanced
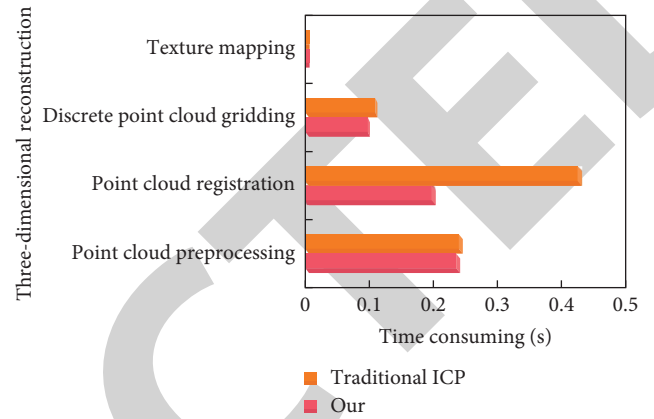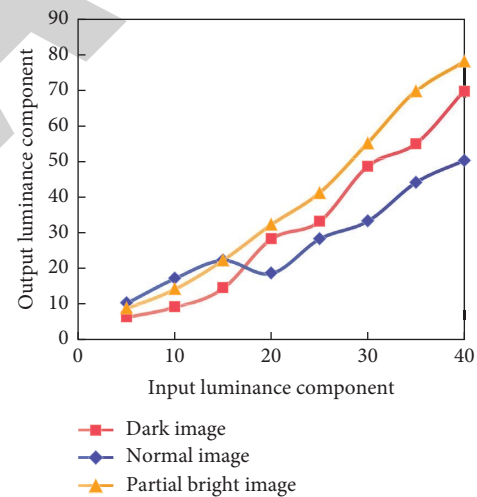

FIGURE 5: Algorithm comparison.

FIGURE 6: Classification contrast adjustment.

adaptively. While the contrast is enhanced, the details of the original image are kept as much as possible through dynamic range adjustment, which avoids the negative impact of traditional contrast enhancement methods.

Under the commercial operation mode, the design of the scene reflects the separation and grafting of time and space, which promotes the scene design to incorporate reasonable, fashionable, and popular urban elements to meet the setting and narrative functions of the images and also caters to the aesthetic needs of the market economy. The perfect display of the rhetoric meaning of spirit and culture is the manifestation of the broader implication and temperament of film art. Compared with full-length play, the one-act drama changes faster, and its climax is more direct. Because of its short time, the one-act drama has to give the audience
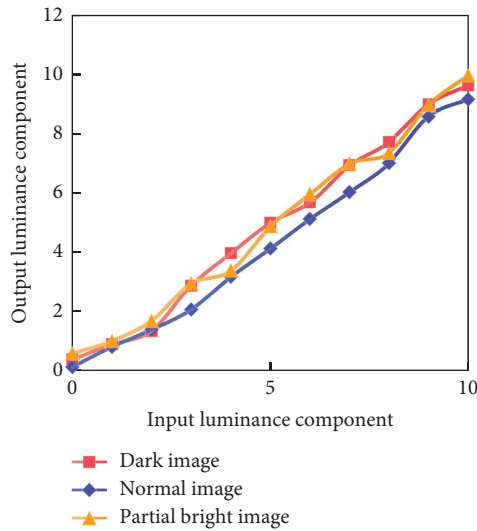
Figure 7: Adaptive brightness correction.

conflicts in a very short time, and its climax is fast, giving people a more direct visual feeling and sensory stimulation.

Suspense movies have to make a lot of efforts in audiovisual language and have their own unique skills. With the help of the characteristics of expressionism, the materials in the distorted dark world are used, and the colors are dim. Cool colors create a suspenseful atmosphere. The most important, valuable, and convincing thing in any artistic work is the author's personal attitude toward life, which is what he describes in his works based on this attitude. The value of an artistic work lies not in the unity of conception or anything else but also in the distinctiveness and firmness of the attitude of the author towards life that runs through the whole work.

5. Conclusion

Suspense movies are often characterized by high tension, excitement, strong expectation, and uncertainty and attach great importance to the inherent interaction and participation between movies and movie audiences. The modeling design of the scene space is also constantly being innovated and expected. With the increasing development of digital technology, film creators have begun to try to innovate the modeling of the scene space by using new technologies and different ideographic ways. This paper presents a 3D human behavior recognition algorithm in MV perception. Making full use of the color space to skillfully process each component can adaptively enhance the image quality of the video image. Avoiding the color loss of the image can make the processed image clear, colorful, and layered, thus achieving the purpose of improving the video quality. The experimental results show that this algorithm can accurately identify the human behavior and greatly improve the accuracy of human behavior recognition.

Data Availability

Data are available on request to the author.

Conflicts of Interest

The author declares no conflicts of interest.

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