THE SHIFT IN PRIORITY FROM FRAME TO NAVIGATION IN MODERN DOCUMENTARIES

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Abstract: This article analyzes the role and impact of virtual reality (VR) technologies in the development of contemporary documentary cinema. It explores the conceptual shift from the traditional notion of the "frame" to the priority of "navigation" in VR documentaries. The study examines major types of VR documentaries, including spherical 360-degree observational films, interactive, reconstructive, and hybrid forms, supported by notable international examples. Alongside the immersive and experiential advantages of VR—such as presence, spatial perception, and enhanced audience engagement—the article also addresses ethical, psychological, and aesthetic challenges. The research highlights how VR transforms documentary storytelling from linear narration to spatial experience and discusses the prospects and limitations of VR documentaries within modern visual culture.

Keywords: documentary film, virtual reality, VR documentary, immersion, navigation, interactive cinema, 360-degree video.

Annotatsiya: Mazkur maqolada zamonaviy hujjatli kino rivojida virtual reallik (VR) texnologiyalarining o'rni va ta'siri tahlil qilinadi. An'anaviy hujjatli filmlarda asosiy bo'lgan "kadr" tushunchasining VR hujjatli filmlarida "navigatsiya" tushunchasi bilan almashishi ilmiy-nazariy jihatdan yoritiladi. Maqolada VR hujjatli filmlarining asosiy turlari — sferik 360° kuzatuv, interaktiv, rekonstruktiv va qorishiq – misollar orqali ko'rib chiqiladi. Shuningdek, VR texnologiyalarining immersivlik, mavjudlik (presence) va tomoshabin bilan o'zaro aloqani kuchaytirishdagi imkoniyatlari bilan birga axloqiy, psixologik va estetik muammolari ham tahlil qilinadi. Tadqiqot hujjatli kino narrativining chiziqli tuzilishdan fazoviy idrokka o'tish jarayonini ochib beradi hamda VR hujjatli filmlarining kelajakdagi rivoj istiqbollarini belgilashga xizmat qiladi.

Kalit so'zlar: hujjatli film, virtual reallik, VR hujjatli filmlar, immersivlik, navigatsiya, interaktiv kino, 360 gradusli tasvir.

Аннотация: В статье анализируется влияние технологий виртуальной реальности (VR) на развитие современного документального кино. Рассматривается переход от традиционного понятия «кадр» к приоритету «навигации» в VR-документалистике. В работе исследуются основные формы VR-документальных фильмов: сферические 360-градусные наблюдательные, интерактивные, реконструктивные и гибридные проекты. Особое внимание уделяется эффектам иммерсивности и присутствия, а также новым способам взаимодействия зрителя с экранной реальностью. Наряду с преимуществами VR анализируются этические, психологические и эстетические риски, связанные с использованием интерактивных и игровых элементов. Статья раскрывает трансформацию документального повествования от линейной структуры к пространственному восприятию и определяет перспективы развития VR-документального кино.

Ключевые слова: документальное кино, виртуальная реальность, VR-документалистика, иммерсивность, навигация, интерактивное кино, видео 360°.

Itroduction. Documentary film has always been a powerful form of visual art that captures the essence of reality in a way that fiction cannot. It captures the truth reflection in progress reality, naturalness and moral considerations with is related.

Feherty's initial ethnographic from movies pull modern investigation documentary to the movies until documentary film technology achievements with in tandem permanent evolution from the head This is a specific documentary film   to take processes the future every more abstract than ever Technology   development, society visual culture change   and media

products new distribution models reason visual art fast changing   The first documentary in the movies simple, little voluminous personnel, simple and sincere interviews, news and discovery feeling, these all about cinema himself/ herself new art happened   very much for exciting Today 's   on the day exactly of the image himself/ herself fundamentally changed. Top volume and in clarity to the image recipient cameras, drone, crane, robot, stabilization, virtual production equipment and modern, continuous good quality voice writer imperceptible devices, as well as new assembly and post-production methods usual to the point became.

Last   in years in the world above shown   from the elements outside further new trends appearance It was. From these trends one this is interactive documentary of movies appearance to be. This movies to the audience content with new and interesting in a way communication to do opportunity gives. Finally   ten   year inside From VR use noticeable at the level expanding, users number from 50-70 million almost billion This technology is only play   industry with It is not limited. It is not limited to humans. on the internet unifying social networks, online platforms create for active Examples of such platforms include "Rec Room", " Resonite ", "Horizons" and " VRChat ". be   takes.

"Virtual reality" digital in the environment adult arriving new generation requirements answer give can tool as, their favorite products with further active and deep each other to contact to enter provides." [1]In "virtual reality" (VR) documentary in the movie's viewer oneself   image environment feels inside   and complete   circle 360 degrees around   wanted on the side the image observes. "Virtual reality" (VR) documentary of movies conceptualization, development release and to the essence strong impact indicating   the most noticeable from the news one as appearance Virtual reality event   in describing immersive, interactive and true 3D approach presented the movie   traditional linear personnel in sequence based structure whole changed it.   interactivity is that the viewer image composition directly his/ her own interest and being given information importance looking at He is now image in the world placed, events spectral not, maybe spatial in a way from the head forgives. NG Stejko scientific in the article VR technologies, especially docudrama in the genre (documentary images with staged episodes (in harmony) effective that it is emphasizes. His in my opinion, this form historical events the most convincing in a way again restoration and the viewer events to the center deep to absorb opportunity Research also shows that VR content with traditional 2D cinema when compared stronger emotional reactions and that's it to create a " presence " effect on the ground to bring shows.[2]   However this regarding critical there are also comments. Researcher K. Nash in a VR environment documentary to products was   interest often   pure artistic from factors see socio-political motives with related   that it is emphasizes. In this, psychological risks every always enough   into account not available: specifically, the viewer with war landscapes or human tragedies reflection provider documentary scenes between   of the border disappearance   traumatic to the circumstances take arrival. It is also possible to use interactive documentary animation in films (IHF) and play   from the elements excess use of " redocumentation", i.e. of the material initial substantive and spiritual integrity to the point of death reason to be possibility about there is also a risk.[3]

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[1]Maria Isabel Rodriguez-Fidalgo and Adriana Paino-Ambrosio / Use of virtual reality and 360° video as narrative resources in the documentary genre: Towards a new immersive social documentary? / Catalan Journal of Communication & Cultural Studies / 2020 / 239-253

[2]N. G. Stejko . "VR technology in docudrama" Vestnik VGIK, vol . 11, no . 1 (39), 2019, pp . 73-80.

[3]Ekimova Anastasia Viktorovna. "Interactive documentary film: documentary and virtual reality" Scientific television, no . 15.2, 2019, pp . 93-106.

Such technological new documentary movies modern techniques to the image Even when taking, the viewer observation These are virtual reality (VR) glasses, gyroscopes, watch devices and 360 degrees to the image 3D cameras that capture images. to take VR system in work fundamentally different   requires an approach. In this, the concept of " cadre " missing, more of a " navigation " concept priority It is placed in a 3D camera. where to directed not, maybe physicist in terms of of space where to laid   significant. This is the system complete spherical 360 degrees to the viewer presented to be reason, known objects lights with enrichment or different optical lenses use such as visual artistic creation styles impossible will be presented by Lev Klushev reached modern assembly. This is also a tradition. in the system it doesn't work. Because in a virtual reality system frame. There is also the concept of width (general, medium, large) The editor is not editing the VR movie sequence. event topic to the place looking at places.

virtual reality system to the image being taken documentary of films one how many forms available. Of them one spherical 360 observation documentary movies. In such films only every one-sided observation in the eye caught then   interactive elements will be minimal. Such documentary the first and famous Presented by representatives Gabo Arora and Chris Milk in 2015 "The Sidra on the Mount " Clouds over Sidra is a documentary film. It tells the story of a Syrian refugee's life reflection In the movie viewer oneself   refugees in the village sees them   school, playground   such as locations complete   every from the side observes. In a film, the narrator's voice is the story. development and viewer watching   space about information giving. It stands like this. documentary films on the National Geographic platform since 2015 by many   to the image taken from. VR documentary of films again one type This is an interactive VR documentary. movies. It's much more complicated. system. In it, the viewer participation directly there is be, it's inside the movie selections, film story further to feel more deeply help just giving without remaining some in movies, events development also affects the sequence It only uses VR glasses.   outside management The remote is also a viewer. by This type of real - life event about message giver the documentary is " Goliath: The Truth" with Goliath: playing with reality. This project will be nominated for the "Most Immersive VR Work " award at the 78th Venice International Film Festival in 2021. worthy It was.   in addition to the 2022 Emmy Awards news and documentary movies " Interactive Media" category in the section according to nominee The film is 25 minutes long. to the chronometer has VR animation   . It's a documentary about schizophrenia, virtual reality games, and individuals with communication " The film is about the main character, Goliath." story does, he lives big part spiritual insulation under the circumstances. However, it is possible to play multiplayer games in virtual reality. other people with communication to install successful. Goliath himself   the story presented to grow in the process his/her reality perception to be able how much fragmented and confused that demonstration will come. Project inside to the viewer what, how to do and event development announcer voice delivers.

VR documentary in the movies again This is a type – Reconstructive VR documentary movies. The story in this place computer graphics using in full spherical 360 degrees   again This type of film is called " Blindness". Notes on blindness to take possible. Watching a movie ability the missing John Hull emotional and psychological to experience VR project based on. In 1983, far time during of seeing slowly from deterioration then, see John Hill ability completely will disappear. In life difficulties relief for him / her their experiences on audio cassettes document It starts right here. to cassettes relied on without of the movie visual and audio parts The film will be created using 360 VR technology, binaural audio and 3D animation uses. The film main topic blind   man by the world perception. This includes wind, rain, such as natural of events emotional to the senses influence, imagination in formation of sounds role such as elements reflection. The film   viewer VR eye   in the windows see   Well, he was there during the movie. blind people around how perception to reach witness will be and this feeling inside   sees. VR documentary of movies todays of the day last   type this of course mixture.

It is, of course, a computer graphics, animation, virtual game, archive materials such as In VR application possible was all aspects from the mixture come. It comes out. Such a modern kind of as a documentary director and Screenwriter Joe Hunting to attend 2022 Sundance Film Festival presented "We are in virtual reality " "We Met in Virtual Reality " to take possible. Movie VR online chat platform COVID-19 pandemic of users during the period social each other the impact student and in a virtual environment spent times their daily to life how impact what he did analysis doer documentary. The film is about each other connected documentary is a novella, there in the center communication and rest virtual realism for from the chat active using people realities Documentary 3 couples in the novella fate reflection. The film is available in VR glasses. the images writing to take way with created.

Virtual reality documentary of movies just one new type not, maybe this artistic not happened visual story shape complete again configuration. Immersive Ness, presence and three dimensionality with event development presented to grow via VR Creator and the audience attraction to do according to traditional to documentary film paradigms against is coming out. Currently there is moral and practical to issues Despite, VR technologies empathy to develop, to understand improve and the image fast to understand facilitate for new opportunities creates a VR documentary in the movies the viewer is watching the movie and his/her heroes with connection his/her directly physical existence through event gives. Here it is existence in the audience psychological feeling. This is especially true for humanitarian crises, historical injuries or marginalized to the team's dedicated documentary in the movies emotional connections strengthen. Image inside free movement and himself/ herself wanted the object meticulousness with tracking, perfect stereo sound of these all in the movie to immersion service does. Film critic and digital transformation according to expert Sergey Lukashkin in the field of VR- documentary cinema attention concentration to the problem attention. Focuses: 360 degrees see in the conditions the viewer main plot in the direction of hold stand much is complicated [4]. Emphasis yes, in the world of documentary film this technology relatively new and experimental to be is coming. The reason for this is as a VR documentary in the movies event development interpretation control indeterminate, spherical 360 degrees to the image recipient many lensed camera, lens connected the line technician in terms of still perfect not, in virtual space viewer attention management issue deep unexplored, about the film wrong conceptual personal to the interpretation tendency and such movies distribution for platforms shortage like if we bring It will be. except AK Yekimova "Television" " Interactive" published in the journal " Science " documentary: Documentary and virtuality"[5] in the article in documentary film practice play from mechanisms use the viewer reality controllable and illusory event as acceptance to do accustomed to put possibility at risk attention looks at.

VR documentary of movies purposes the movie fundamentally change not, maybe the truth how perception interpretation to do and remembering stay possible diversification Documentary cinematographers are making VR documentaries. movies an area or world on a scale acceptance to be done for some dogmas bring These are VR movies to the image to get, to create moral foundations, participants deep in immersion warning rules and the truth again restoration or simulation in doing transparency However, festivals like Venice, Sundance and IDFA large film festivals now institutional recognition indicative special VR sections

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[4]"VR-filmy: analyzing perspective format and looking at contemporary work", electronic magazine " Daily Moscow ». 12.12.2022

[5]A. V. Ekimova / Interactive documentary film: documentary and virtuality / Science TV / No. 15.2, 2019 / Moscow, Russia

own   inside VR system   same at the moment artistic not happened immersive experience as to be determined possible.

Right now, in our country, we are using the capabilities of VR systems, "Augmented Reality" (AR) systems, and "computer generated imagery" (CGI). used documentary movies there is although not, otherwise modern visual from technologies used There are examples. Also, our homeland to meet virtual production requirements answer more than 10 cinema pavilions work. In the future, VR technologies will be used without modern documentary movies to the creation hope we will do

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