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AESTHETICS IN VR ART DESIGN ENGINEERING UNDER SOCIAL PSYCHOLOGICAL ADAPTATION

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Background: Essentially, virtual reality is an intelligent computer user interface. The user interacts with the simulation environment through the sensing device, and can obtain a variety of visual and auditory perception. And users can change the simulation results of the virtual environment according to the user's wishes and goals. In 1993, at the world conference on electronic learning, G. Burdea and P. Coiffet (USA) proposed the theory of "virtual reality triangle", that is: Immersion, Interaction and Imagination. Immersion refers to the auxiliary devices, such as sensing devices, helmets, data tentacles, etc.

Study design: This paper discusses the construction of virtual landscape display system, the required software and hardware requirements and basic process, and then builds a community landscape architecture design system based on virtual reality technology. In the constructed visual simulation environment, through different instances of roaming, the interaction effect of user and community landscape architecture can be showed as intuitively as possible, and more design ideas for future research can be provided.

Subjects and methods: Art design aesthetics should not only have the aesthetic expression of the works of art, but also have high requirements in the field of practicality. Therefore, in the art design, it is necessary to pay attention to the practical function and the high unity of aesthetics. The aesthetic characteristics of virtual reality belong to virtual aesthetics in theory, and the traditional aesthetic features described above are the basis of virtual aesthetics. The aesthetic characteristic of virtual aesthetics is built based on traditional aesthetics, but it has its own unique characteristics as the virtual aesthetics of the digital age.

Therefore, in virtual reality simulation scenario, how to embody sentiment and interest from general scenes is a higher-level goal that art designers should pursue. In the simulation process of virtual reality, in addition to restoring static objects and contents of the scene, more accidents and selectivity can be added to increase the attractiveness and attractiveness of the system.

Results: The application of virtual reality technology -- Taking community landscape as an example. The main composition of the virtual garden environment design display system consists of two parts, and its system structure is shown in Figure 1. Virtual reality set up a hardware platform for high performance PV; Modeling software uses 3DMAX; Plant modeling software uses tree professional.

(1) Determine the type of project

Different virtual reality simulations involve different production processes and fabrication techniques, and there are different simulation requirements based on the size of the simulated scene. This paper takes the community garden landscape as an example. The area of the whole community is 200 thousand square meters, which is a medium and small scene simulation.
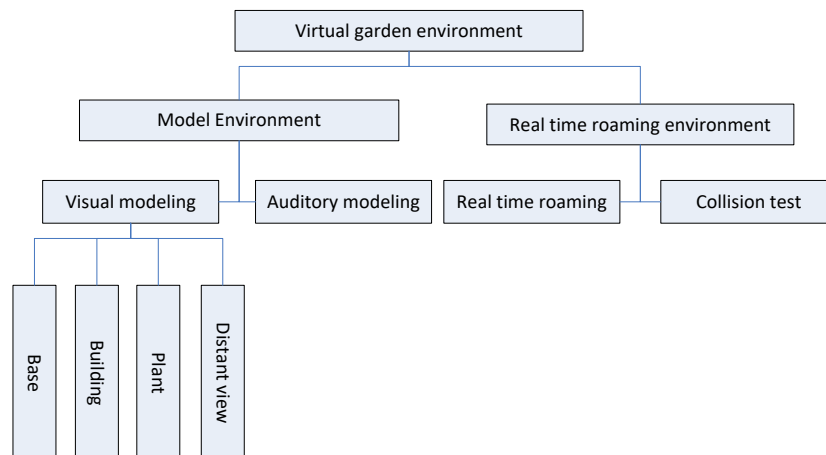

Figure 1. The system structure diagram of virtual reality technology

(2) Module, function, data collection and collation

The data collection of virtual reality simulation consists of two parts: one part is the plan chart; the

other is the picture data.

The virtual reality simulation of community garden environment mainly shows the scenery of a housing estate and a community environment. The planning of the whole community is focused on the rational planning and application of the building area, the humanized green space construction and the traffic road setting. Through the interaction of virtual landscape, users will be able to observe and experience the results of the design and modify the defects at any time to make the work more perfect.

Conclusions: This paper discusses the content of aesthetic research in the art design of virtual reality, and expounds the aesthetic expression in the art design of virtual reality from five parts. The combination of virtual reality technology and art requires deep scientific culture and high aesthetic taste. Only in this way can virtual reality get better development in the field of art and design. On the other hand, taking the virtual reality simulation of community landscape architecture as an example, this paper studies the software and hardware requirements of the scene simulation, and the basic process of the simulation process. The virtual reality simulation scene of community landscape architecture is constructed, and a variety of ways of roaming display are realized, and the effect of virtual reality simulation is displayed intuitively. The virtual reality technology will bring more changes and development for the aesthetic research in the field of art and design.

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NEW MEDIA THINKING BASED ON COLLEGE STUDENTS' PSYCHOLOGICAL ADAPTATION TO PROMOTE THE INNOVATION OF PIANO ART GUIDANCE TEACHING MODE

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Background: In recent years, piano art guidance has become a subject in many colleges and universities. At the present stage, piano art guidance is widely used in the music education of colleges and universities. With the development of network technology and the wide application of intelligent mobile clients, new media and self-media emerge in an endless stream, bringing new opportunities for piano art guidance. The integration and development of new media and piano art guidance is of great significance for promoting the innovation of piano art guidance teaching mode. This paper analyzes the existing problems in the teaching mode of the piano art instruction at the present stage of the colleges and universities.

Study design: This paper intends to make use of the method of questionnaire to investigate the current situation of piano art instruction, explore the problems of course opening, teachers and students in the teaching of piano art, and then put forward the new teaching mode of art guidance under the new media. The author puts forward some concrete measures to innovate the teaching mode of art guidance in the new media, to help the piano art instruction to grasp the favorable support of the new media, and to provide some suggestions for the reform of the teaching mode in the relevant institutions of higher learning.

Subjects and methods: Through the investigation of the teaching of music departments in colleges and universities, it is found that there are some problems in the teaching of piano art instruction, such as imperfect curriculum system construction, lack of teachers' teaching qualifications, and poor students' learning consciousness, as shown in Figure 1.

Results: Analysis of the situation of piano art instructors: According to the analysis of the statistical results of institutions of higher learning, the degree of master degree of college teachers accounts for 89.3% of the total number of teachers. 70 post teachers account for 77.4% of the total number of teachers. Professors account for 24.6% of the total number of teachers, and there are only 2 professors over secondary, accounting for 1.2% of the total number of teachers. In the interview process, the common view of the teachers is that the piano is an important teaching means for the students to engage in music guidance in the future, and the piano art guidance course is an important theoretical course to help students improve their personal skills and level.

An analysis of the instructing situation of the piano art to students: Due to the different piano skills of preschool students, the level of students is different, which leads students to have different attitudes towards piano art guidance. Some students are forced to study by their parents, but they do not have much