The research methods applied in this study are as follows: Firstly, the literature survey method is applied, in which research literature, books and materials related to artificial psychology, artificial emotion and IoT technology are searched, and relevant literature on artificial psychology and IoT technology is collected, and a comprehensive analysis and in-depth investigation is carried out. Secondly, the case study method. For the comprehensive use of artificial psychology and Internet of Things technology related materials and literature to implement a large number of collection and collation, selected intelligent home appliances, home security control, transportation anti-theft tracking and other artificial psychology and Internet of Things technology integration application of real-life scenarios and cases, detailed understanding, analysis of artificial psychology and Internet of Things technology integration application of smart homes and a series of life, work operation support, emphasizing that intelligent life and production are require artificial intelligence, artificial emotion, speech recognition and synthesis, machine vision, network interconnection, graphic images and other technologies as support.

Result: In this study, mainly from the perspective of the integration and utilisation of artificial psychology and IoT technology, the actual development of artificial psychology and IoT technology as well as the current situation of its application are launched into a comprehensive and in-depth interpretation, the feasibility and common ideas of the integration and utilisation of artificial psychology and IoT technology are analysed, and the relationship between the mutual influence and support that exists between artificial psychology and IoT technology is explored. Scenarios such as smart home appliances, home security control and transportation anti-theft tracking are selected as real-life scenarios and cases for the integration of artificial psychology and IoT technology, and are analysed in depth, thus summarising the main functions and development ideas of the integration of artificial psychology, artificial emotion and IoT technology, and providing more methodological and theoretical support for the integration of artificial psychology and IoT technology.

Conclusion: Artificial psychology and IoT technology have more obvious advancement and play an important role in promoting the intelligent development of various operations in people's daily life and work. For artificial psychology, it provides more intelligent decision support for the IoT; and for the IoT, it provides technical support for artificial psychology to achieve efficient perception of human psychological needs. In the integration of artificial psychology and IoT technology, intelligent identification, intelligent detection and location tracking are the main functions, and the basic idea of the comprehensive use of both, which can play an extremely desirable technical advantage in many fields. At this stage, artificial intelligence, artificial emotion, speech recognition and synthesis, machine vision, network interconnection, graphic images and other technologies are needed to support the development of intelligence in various fields.

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VISUAL REALITY OF DIGITAL 3D ANIMATION BASED ON MENTAL DIMENSION

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Background: Compared to 2D animation, digital 3D animation has a stronger sense of realism. The visual reality within digital 3D animation can be seen in time as the mental changes presented in 3D animation are integrated with the mental hierarchy. Generally speaking, the visual reality within the current digital 3D animation can mostly present movement performance, visual texture, light and shadow distribution and single point perspective, etc., using the actual exploration of this type of content can see the relationship between the visual reality and the mental dimension in the digital 3D animation, to enhance the control effect of this type of content. In view of the form of digital 3D animation, given the strong visual realism of this type of animation, researchers should set up a professional digital 3D animation management platform in the actual investigation, using reasonable control of the content of the platform to strengthen the digital quality of 3D animation, and also to confirm the mental dimension presented by the platform. For the digital three-dimensional animation presents the specific content, if you want to see the visual real feeling in the content, need to timely combine different types of network

system platform, use the appropriate network technology analysis to find out the specific presentation effect of the digital three-dimensional animation, and then enhance the authenticity of things to show and visual sense. In the process of exploring digital three-dimensional animation, researchers should also place the mental dimension to the animation show, within this type of animation can better show the visual reality in digital three-dimensional animation, to enhance the visual demonstration of the rationality, scientific nature. With the wide application of digital 3D animation, it can be applied in many fields, if it is combined with the mental dimension, it can be timely to explore its impact on the mental dimension at all levels, and the use of visual reality and other forms to show, to enhance the effectiveness of the application of digital 3D animation, with the in-depth study of the integration background, timely to find out the effect of the use of digital 3D animation, to solve its application when showing the multifaceted The study will also identify the effects of digital 3D animation in the context of this integration, and address the various aspects of its application.

Objective: In exploring the relationship between visual realism and mental dimension in digital 3D animation, researchers should set appropriate development objectives that encompass the construction of multiple content of mental dimension in digital 3D animation, using visual realism in 3D animation to show different states of mental dimension. Generally speaking, in order to clarify the research objectives, appropriate measures should be used to set up a timely information network platform related to digital 3D animation, set up efficient network technology within the platform to clarify the contents of the mental dimension, under the presentation of digital information technology to show the content form in the mental dimension, after completing the presentation of the content form, the mental dimension and the visual realism of digital 3D animation of the After completing the presentation of the content form, the relationship between the mental dimension and the visual realism of the digital 3D animation is reflected, enhancing the three-dimensional sense of the relationship, making the presentation of the digital 3D animation more realistic. In addition, if you want to really present the mental dimension and the visual effect of digital three-dimensional animation, researchers in their daily work should carefully explore the information network platform based on digital three-dimensional animation, timely observation of the platform's internal structure and hardware and software facilities, using the reasonable control of the content to enhance the scientific nature of the application of the equipment, timely solution of the platform equipment and digital three-dimensional animation integration of specific problems, through the reasonable solution of this kind of Through the reasonable solution of such problems, the visual authenticity of the digital 3D platform is enhanced in time, the combination effect of 3D animation and various mental dimension is effectively enhanced, the quality of the application of mental dimension is strengthened through the use of new forms such as visual displays, and the development goal of the integration of the two contents is effectively achieved.

Subjects and methods: On the one hand, for the object of study, in the research of the topic "Visual Realism of Digital 3D Animation Based on Mental dimension", the object of exploration of this topic is the staff who study the presentation form of digital 3D animation, which uses suitable network information technology to carry out specific research on the presentation form of 3D animation, presenting different types of mental dimension with the help of this type of animation, i.e., within the digital network platform, a variety of mental The use of web-based information technology to carry out specific research on the presentation of different types of mental dimension, i.e. the presentation of multiple mental dimension within a digital network platform, makes the various types of mental dimension currently produced more visually realistic and enhances the application of each mental dimension. In the case of the research on 'Visual Realism in Digital 3D Animation Based on Mental Levels', the researcher, after defining the research object, also has to set up a suitable information network system for it, i.e. using suitable digital network technology to show the corresponding changes of each mental level, which can provide suitable image data to support the research object and enhance the exploration effect of the research object.

On the other hand, different types of research methods can be used in the process of studying the topic of "Visual Realism in Digital 3D Animation Based on Mental Levels", including literature research, comparative research, statistical methods and experimental investigation. Specifically, in order to better obtain the research data related to digital three-dimensional animation, the relevant personnel need to take the literature research method, using the reasonable investigation of Chinese and foreign literature to find out the data presenting the specific characteristics of digital three-dimensional animation, and then use appropriate measures to integrate and analyse, to find out the presentation form of digital three-dimensional animation and the possible formation of visual realism; for the comparative research method, in the use of the method, a certain phenomenon presented by digital 3D animation can be observed in different environments, different locations and different periods of time, and then its specific performance can be recorded in time, and the comparison can be investigated according to the

performance formed; before studying the statistical method, the staff should observe the operation of the digital 3D animation management platform in due course, and confirm the various Information data, through the statistical classification of this kind of digital information, to statistical information data to help the experimental results, enhance the scientific nature of the platform operation and management; during the exploration of experimental investigation method, according to the specific research direction or object to implement physical or chemical experiments, detailed record of the data and information obtained, this kind of information data will be placed to the subsequent three-dimensional animation platform research, enhance its and mental dimension The precision of the integration.

Result: When researchers observe different types of mental dimension in the digital 3D animation, they have to implement a practical management of the content of each mental dimension, using the visual reality presented by the animation platform to observe the effect of the presentation of each mental dimension and to enhance the scientific and effective management of the mental dimension. Generally speaking, during the research on the subject of "visual reality of digital 3D animation based on mental dimension", the relevant personnel should follow the appropriate means to clarify the form of presentation in digital 3D animation, with the help of the authenticity and visual characteristics existing within the animation platform to show the mental dimension at all levels and enhance the application effect of different mental dimension. As the research on the subject of digital 3D animation gradually deepens, the form and content of the mental dimension explored are also gradually deepened. In order to show the effect of each mental dimension, the information digital platform is used at the right time in the actual research, and appropriate technology is used within the platform to show the various contents related to the mental dimension, so that the visual authenticity of the mental dimension can be seen in practice. After completing the construction of the digital 3D animation platform, the people concerned can use the real visuality to present the various forms of the mental dimension, whose form content includes single point perspective, light and shadow distribution, visual texture and movement performance, etc. After completing the control of this content, the mental dimension can be enhanced in time to show the effect, laying a solid foundation for the subsequent exploration of the increasing changes in the mental dimension. It is worth mentioning that when analysing the visual form of the digital 3D animation related to the mental dimension, the change of its internal information data should be observed at the right time in the operation of the platform, and the change of its specific form should be observed according to the change of information figures, and the internal display level of the digital 3D animation should be enhanced through the appropriate control of the change law to ensure its visual real effect.

Conclusion: To sum up, during the study of the topic of "visual realism of digital 3D animation based on mental dimension", on the one hand, relevant personnel should explore the integration of digital 3D animation with each mental dimension according to its specific presentation process, and confirm the specific effect of the development of the 3D animation platform through appropriate information technology means to enhance the overall quality of the subject study, so that the mental dimension it presents are more visually realistic The study will allow more users to view the content of the corresponding mental dimension on the corresponding platform. After completing the construction of the digital 3D animation platform related to mental dimension, researchers should observe the difference between the mental dimension according to digital technology, i.e. confirm the difference between the mental dimension through the study of the difference between the mental dimension, and then observe the operation of the digital 3D animation platform according to the information data it shows, and express the specific content of the mental dimension with the help of suitable visual realism. On the other hand, after completing the study of the mental dimension of digital 3D animation, researchers use different forms of technical means to observe the specific problems formed between the mental dimension and the combination of digital 3D animation, through the appropriate hardware and software equipment to clarify the corresponding mental dimension problems, and then seriously explore the causes of the formation of the problem, and use the reasonable control of the relevant causes to find out the corresponding solutions to the problem, to enhance the digital 3D animation and the integration of the mental dimension, to ensure that each mental dimension is more effectively displayed within the management of the 3D animation platform, to enhance the relevance of the data and information presented within the control platform. After confirming the mental dimension content form within the digital 3D animation platform, researchers should observe the specific operation of the data information in due course, use the control of the data information to clarify the direction of the digital 3D animation, the mental dimension presented within it will be more real visualisation, enhance the mental dimension of the display effect, improve the operation quality of the digital 3D animation, and lay a solid foundation for the overall development of the animation technology platform. The development of this animation technology platform lays a solid foundation.

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STIMULATING STUDENTS' INTEREST IN GRASS AND WOOD DYEING FROM THE PERSPECTIVE OF ART PSYCHOLOGY

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Background: In the process of dyeing, it mainly uses the roots, leaves, flowers and fruits of plants to extract the pigments present in them and then effectively dye them. At present, China's economy and society are constantly progressing and developing, and our scientific and technological means are also constantly being improved and optimised. At present, more and more chemical dyeing agents are gradually being accepted by enterprises, mainly because chemical dyeing is cheaper, more colourful and easier to carry out, so it has gradually replaced traditional grass dyeing. However, there are certain problems in the process of dyeing with chemical reagents, which have a much more serious impact on the ecological environment around the manufacturer, destroying the ecosystem and requiring ecological management, but usually a lot of historical experience shows that the first damage and then management approach is not feasible, and some of the damage is permanent and irrecoverable. In recent years, with the continuous development of China's economy and society, people's quality of life and living standards are constantly improving, and therefore higher psychological demands are being made on the living environment, and people are gradually forming the concept of green development, while also maintaining a healthy life. Furthermore, in recent years, China has begun to realise the importance of ecological protection and has incorporated environmental protection into its strategic development goals, so as to more effectively promote the development and progress of our economy and society. This is why grass dyeing has gradually returned to the forefront of people's minds and gained the attention of various departments.

In 2017, Chinese government departments issued the Chinese Traditional Craft Revitalisation Plan, in which it was clearly proposed that universities should be encouraged to introduce traditional handicraft art education, and wood dyeing, as its excellent representative, is more suitable for teaching in universities. However, due to the influence of industrial development, universities usually neglect education on traditional crafts. Therefore, in order to carry out professional art education in wood dyeing more effectively, universities usually adopt a variety of teaching methods, and teachers need to effectively integrate art psychology into the actual teaching process, so that students can not only understand wood dyeing, but also This will not only enable students to further their understanding of wood dyeing, but also improve their ability to feel, practice and do, as well as improve their mastery of professional knowledge.

Art education is one of the essential elements in the teaching process in universities, ensuring that students can develop comprehensively and psychological health, which is also the objective demand of quality education. At present, China attaches greater importance to the development of traditional culture and the promotion of traditional handicrafts, and among the traditional dyeing techniques, grasswood dyeing is more representative of the characteristics, so the education department has proposed to some universities to increase the art education of grasswood dyeing, so as to promote and develop the traditional craft. However, due to the influence of modern society, most students do not like traditional crafts psychologically, so in the actual teaching process teaching needs to actively use art psychology to mobilise students' enthusiasm and interest in learning and enthusiasm for learning.

It was only around the 1990s that China's academic community gradually began to study art psychology and gradually applied it to art education. In 1994, Ding Ning, a scholar in China, published Art Psychology based on his own research and understanding, in which he described the history, current situation, contemporary development and future development trend of art psychology, and also discussed and researched art psychology with regard to art creation, art forms and art reception. 2000-2010, this decade, the development of art psychology in China has become more comprehensive, richer and more profound, and one of the more representative ones is the main research direction of contemporary art psychology proposed by scholar Zhang Xiaodong. He believes that, at present, China's traditional art creation and art forms have undergone certain changes in nature, and that current art psychological needs to conduct in-depth research and analysis of the psychological phenomena of art in human development and national culture, and should also systematically study the psychological phenomena of art in the fields of industrial design, business economy, information dissemination and art therapy, etc. As a pluralistic art, psychology should also form a pluralistic the value system of in university art education, art psychology plays an important role. With the efforts of many experts, the study of art psychology in China continues to develop in the direction of science, openness and