Retraction

Retraction: Analysis and Research on the Aesthetic Characteristics of Visual Culture Based on Computer New Media Technology (J. Phys.: Conf. Ser. 1992 032106)

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The authors of the article have been given opportunity to present evidence that they were the original and genuine creators of the work, however at the time of publication of this notice, IOP Publishing has not received any response. IOP Publishing has analysed the article and agrees there are enough indicators to cause serious doubts over the legitimacy of the work and agree this article should be retracted. The authors are encouraged to contact IOP Publishing Limited if they have any comments on this retraction.

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Analysis and Research on the Aesthetic Characteristics of Visual Culture Based on Computer New Media Technology

Jie Lai¹, *
¹Shanghai Publishing and Printing College, China, 200093
*Corresponding author e-mail: laijie@sppc.edu.cn

Abstract. With the progress of The Times, visual culture has a profound impact on people's lives. Therefore, improving the aesthetic characteristics of visual culture is conducive to promoting the development of the aesthetic era. In this paper, first of all, the overview and development of visual culture and the existing shortcomings to explain, at the same time, based on the computer new media technology of visual culture aesthetic characteristics of analysis and research, for the reference of readers.

Keywords: New Technology, Visual Culture, Aesthetic, Information Media

1. Introduction
The development of information technology makes the communication in various fields more convenient and efficient. In visual culture aesthetics, the use of information technology can make visual language dynamic more intuitive and visual, and audio-visual language has the function of spreading social information. Therefore, the use of new media technology in visual aesthetics can lay a good foundation for the development of visual aesthetics.

2. Overview and development of visual culture
2.1. Overview of visual culture
According to the basic viewpoint of communication studies, the evolution of human information communication behavior can be roughly divided into six stages: the initial stage of form and signal, the generation of language, the age of writing, the age of printing, the age of electronics and the age of network communication [1-3]. As the communication and exchange of information, communication has developed to the stage of Internet and information superhighway as the media, which marks the arrival of a new era of human communication and also the rise of visual culture. The age of visual culture [4-6]. It can be traced back to Heidegger in the 1930s, who proposed "the famous beauty of the World Image Age" in his "World Image Age". The world is held to clearly indicate the important features of contemporary culture in images. In the era of visual culture, the spread of human way to establish the image of human senses and ideas, people increasingly rely on understanding and explaining the world through images, along with the contemporary culture from language mainly to the image of the main type change, people form a different from text reading way of thinking and cognitive process. According to Balassa, the advent of printing changed the visible thought into the
comprehensible thought, and the visual culture into the conceptual culture. However, in the era of
visual culture, cameras, computers, networks and multimedia make understandable thoughts become
visible thoughts again, and make text culture incline to image culture. Visuality is changing our art
form, aesthetic characteristics and even psychological structure (Fig.1 Circle art).

2.2. Development of visual culture
Under the influence of high technology, as the carrier of contemporary aesthetic culture, such
comprehensive audio-visual media as film, TELEVISION and network video not only affect people's
life and work in their unique way of reflecting reality, but also gradually change people's way of
thinking about the world. The development and popularization of language is the reality of thinking,
which will inevitably lead to the change of social expression language, artistic creation thinking and
aesthetic acceptance thinking.

In contemporary social life, with the development of modern media and communication mode,
audio-visual language is increasingly valued and used by people, and gradually becomes a regular
language in people's work and communication, and becomes a language mode with the same
important use value as written language. Audio-visual language has obviously been widely used in
the creation of art, especially in film, television and multimedia art. Now should not be ignored, however,
is the understanding of the language form of the modern fuzzy, and some of the basic characteristics of
audio-visual language and expression is not really clear, even there is some kind of misunderstanding,
so on the acceptance and interpretation of the audio-visual language form often appear some deviation,
one way or the other this is the problem need to be solved.

3. Defects of traditional visual culture
The era of visual culture has indeed created an unprecedented era of mass aesthetic culture. However,
with the infinite expansion of aesthetic scope and the aesthetic generalization brought by it, the living
space of the aesthetic subject has been squeezed, the traditional aesthetic spirit has been dispelled, and
the aesthetic perception ability of the subject has been weakened to some extent.

In the era of visual culture, "our world is like a beautiful but empty beach". Although aesthetics
fills all fields and becomes a basic form of life, it is the appreciation of form aesthetics without
spiritual connotation in the field of life that brings about the depreciation of aesthetic value itself.
Aesthetics appears in the form of self-denial, and it has deteriorated everywhere. However, it
transforms from the realm of human spiritual activities into material reality. Aesthetic activities have
completely broken away from the revolutionary function as liberators at the beginning, and then
become an effective way to control the perceptual existence of human beings. It is this visual world
that "controls the perceptual existence of human beings" that runs the space of the aesthetic subject.

The visual culture feast on the surface gradually loses its "subject" status due to its duplication,
complexity, fragmentation and batch nature. We know that the aesthetic subject is the concept of
exploration and distribution with the aesthetic object. There is no aesthetic subject without the aesthetic body, and there is no aesthetic object without the aesthetic subject. Aesthetic subject has subjectivity because it plays its subjective active role in aesthetic activities and perceives, perceives, examines and judges the aesthetic object. The lack and weakening of subjectivity have a direct impact on the maintenance of aesthetic activities. In this sense, the observation of the micro-trend of aesthetic subjectivity undoubtedly serves as a useful reminder for us to clarify the essential meaning of aesthetic activities through the dense fog of visual culture.

3.1. General generalization of video
The generalization of visual image is undoubtedly closely related to people's sensory enjoyment and desire stimulation in daily life. Of course, sensory enjoyment itself is a manifestation of the pursuit of desire. When we further investigate the nature of visualization in daily life, we can find that the deep pursuit of the aesthetic subject is actually just a form of feeling. "Visualized materials reflect the daily functions of" things ", so it should be said that first of all, they deliberately highlight people's free consumption and consumption ability of "things" in daily life. Video is not without a physical object, such as luxury villa, private cars and so on, but the main body of this kind of video quality consumption and aesthetic "is actually not directly depends on the uniqueness of its function value, but is more dependent on" content "visibility, as well as by" the visibility of the joys of living satisfaction. Here, we see the separation between the function of the visualized "thing" and the sense of form, and the pursuit of the sense of form just caters to the desire of human body sense. In a sense, the current aesthetic subject's "aesthetic" towards the visual cultural object is a kind of consumption of desires and faculties. This "aesthetic" activity, which has a very hedonistic nature, is derived from the pleasure of the visual sensation of the climax with a direct approach to the human body to eliminate the possibility of traditional aesthetic contemplation.

3.2. Generalization of visual symbols in visual culture
The generalization of visual symbols in visual culture often leads to "visual aesthetic fatigue". As mentioned above, we live in such a gorgeous image world but cannot feel "beauty". Some communication scholars point out that the negative function of media leads to the generalization of aesthetic taste and cultural attainment, occupies people's freedom and time at a low cost, and makes people lose their ability to act in illusory satisfaction. The generalization of aesthetic taste and cultural accomplishment directly leads to people being satisfied with being a "container person" of visual symbol, the subject develops the habit of passively accepting information symbol without thinking, and gradually loses the ability of deep aesthetic perception and the richness of inner life. Besides, visual symbols that emphasize too much on sensory stimulation obviously cannot improve the aesthetic ability of the public like words, and they are increasingly insensitive to the stimuli of similar aesthetic images, more often weakening and passivating the aesthetic ability of the subject.

3.3. The plane of visual culture has no depth
Reproduction of visual "things", many occasions are no longer the artist painstaking efforts to create the crystallization, more is the crude production of video, to satisfy the viewer's eyes. Video shows its flatness and lack of depth on many occasions. Jameson points out that a new sense of plane without depth is the first and most obvious characteristic of postmodern culture. This new sense of the surface, that is to give people a sense of the surface lack of content, no depth. The lack of historical sense and deep implication is the general feeling of consumer culture, which is the aesthetic object of visual perception. Therefore, the current aesthetic activities greatly reduce the aesthetic experience of the subject due to the lack of depth of visualization and fragmentation and the shortness of aesthetic process.
4. Analysis and research of visual culture aesthetic characteristics based on computer new media technology

Through the formation and development of audio-visual language, we can see that audio-visual language is the product of the development of modern science and technology, the integration of natural science and social science, as well as aesthetic language. Audio-visual language is the main means and tools of contemporary film and television media and network information transmission. It takes active, colorful pictures and text as the media, in the display, receiver or screen space and time through vivid audio-visual images to reflect the real life, dissemination of information, work and life communication. Therefore, it embodies the characteristics of fast communication, fast communication, large amount of information and strong intuitiveness, and rich aesthetic sense.

4.1. The visual cultural image of new media technology is more intuitive

As far as the features of audiovisual language are concerned, it is manifested as intuitionistic visuality. Audio-visual language is a four-dimensional space modeling, can be three-dimensional, francium can reproduce and show people's life reality in many aspects. This feature of audio-visual language is the "materiality" presentation mode constructed with the participation of a series of mechanical and technological factors, namely, the mechanical and electronic nature of its carrier. It makes the information carrier and the reality of the object, the reality of the event itself have the greatest consistency, so that the use of audio-visual language to shape the visual sense of the visual image has won people's wide favor. The realization of human intuitive dynamic communication is the concrete manifestation of human language transformation and enrichment, and also the inevitable development of human language history. The important feature of this reform is that it breaks the indirectness and concealment of the previous characters and language symbols, and makes everything in the real world appear directly and transparently in front of people. It can not only enable people to see the world in front of them, but also to see the past history, but also through the picture to show the future development of a beautiful prospect, which shows it in time and space.

In this regard, audio-visual language and word language show its different carrier, meaning that they are of different display mode, text language use is the language of a nation's unique codes, such as English, French, German, and Russian, etc., have hieroglyphs, pinyin, and katakana characters and so on, these words are a - nation in the long-life practice, create the unique character codes, they are a strong ideographic abstractness and indirect. Besides, it is only a language used within the nation. If other people have not studied this kind of language, of course, they can't recognize this kind of character code, and you can't understand its specific meaning. The Chinese hieroglyphics are more intuitive than the pinyin characters of other nationalities, if only in terms of the characters' own characteristics, because some of the characters in The Chinese characters are direct reflections of the original images. But compared with modern audio-visual language, it still has a strong abstractness. Audio-visual language directly appeals to people's vision and hearing through sound and picture. These sounds can be human language narration, music or natural sound. The picture is to reproduce the objective state of a specific object through light and shadow modeling, including its existence environment, existence form and the original color of things. It presents people with concrete, vivid and vivid images, all of which are similar to reality, so that people can feel it intuitively, understand it, and then grasp its inner meaning. Audio-visual language is more intuitive and vivid than written language. It is not limited by nationality or region, so it is easier for all human beings to grasp and understand (Fig.2 Visual aesthetics of Domestic animated films).
4.2. The audio-visual language of computer new media technology has the comprehensiveness of all-round information exchange

The great development of modern integration and integration of science indicates that human thinking and language have changed from the original unidirectional development of differentiation to the rapid development of integration of differentiation and integration.

In order to improve the effect of face recognition in colleges and universities, administrators and all faculty and staff must establish a correct view of face recognition, that is, to make clear the purpose of implementing face recognition in thought, which is the prerequisite for the success of face recognition. The correct view of face recognition should include at least the following four aspects:

The purpose of face recognition is to motivate staff, not to control them. A facial recognition system that faculty and staff do not want to participate in must be a failed system. It is only when faculty members see the facial recognition system as their own, rather than a manager's, that they are motivated to join the system. Make the faculty aware of the benefits of face recognition, and try to engage them in the process and motivate them from the start.

It's the manager's ability, not the tools, that counts for face recognition success. Managers should be able to correctly understand the management ideas contained in face recognition, have strong ability to communicate with employees, and also have strong executive ability. Only in this way, face recognition will be successful. To pay attention to the training of managers, correct face recognition thought, help managers to improve the organization, coordination and communication skills, so as to improve the level of face recognition.

Focus on communication. Face recognition is not the work of a department, still less the responsibility of a person, but the common responsibility of managers at all levels and their subordinate employees. Face recognition should be a process of continuous communication between subject and object, which includes not only the exchange of information, but also the exchange of emotions, thoughts, attitudes and opinions.

Positive and effective communication is essential for face recognition to achieve good results. Good communication is required at every stage of face recognition, whether it is goal setting or execution, evaluation or feedback. Without communication, face recognition may not achieve the goal of improvement and improvement.

This shows that the integrated development of human thinking and modern science has a profound impact on the overall comprehensive trend of human culture and thinking as well as the formation of the overall comprehensive characteristics of audio-visual language. Audio-visual language of this comprehensive performance, first of all, for its various comprehensive language carrier, mainly through paper and pen to write words and communicate, and only through writing or printing can others convey certain information, as for communication, especially long-distance communication is especially difficult, an ordinary letter must be at least four or five days to receive in the past, this is the main text itself and communication media, due to the medium of oneness, which makes the speed of text language and communication has a very limited range. In this respect, the carrier of audio-visual language brings people great convenience in communication with its diversity and synthesis.
4.3. The written language of computer new media technology is more aesthetic
At this point, audio-visual language is a huge improvement over written language. Due to its text language codes of oneness, indirectness and abstractness, people only through the understanding of the language codes, and after understanding, imagination, association and other psychological activity, is likely to get a certain aesthetic feeling of language expression and can say this kind of indirect and abstract words to a considerable extent influenced the present forms of aesthetic language. Audiovisual language is a comprehensive integration of text, art, photography, music, literature and other artistic factors, so that it has a great artistic meaning in the meaning and narrative. That is to say, when people use Internet and TV for information transmission and communication, they should not only accurately and clearly convey certain meanings, but also pay attention to the artistic and aesthetic sense of audio-visual language expression forms. That's what we do on the Internet. Every person or every unit on the home page why do so beautiful and beautiful, the purpose is no more than to give the object of communication with audio-visual aesthetic and attraction. Of course, in terms of the specific expression of language, audio-visual language gives full play to the artistic expression of its language components. In addition to the aesthetic choice of words and fonts, it pays more attention to the charm of light and shadow modeling and color. Because light and color work together and are used on the display screen (Figure 3 text design).

Language is the carrier of culture. Mastering a language requires a deep understanding of its cultural phenomena. Therefore, it is very necessary to use multimedia information technology to help students adapt to and develop the knowledge of British and American culture. Specific teaching activities in class, the teacher can choose five minutes with the text topic film editing video to let the students watch, watch the process is the process of students to adapt to the foreign culture, to let the students repeat the story in your own words after the play, in this paper, the understanding of the plot or ask students to role play back video plot to cultivate and develop their cross-cultural awareness. Teachers can also guide students to make full use of network resources, collect and download some British and American original audio and video materials on related topics, and improve students' intercultural communication ability and comprehensive language application ability in the adaptation and development of these teaching processes through watching and sharing, role playing and group activities.

First of all, the teacher will show the slides that are close to the theme of the text to the students through the multimedia courseware, and annotate them with the necessary words and idioms. In this teaching process, teachers can organize typical classroom teaching strategies such as brainstorming, role playing, game activities and opinion exchange. Secondly, the content of the text should be explained in detail. In addition to the words, text structure and key and difficult points in the text, the
teaching courseware should also timely and effectively supplement the new knowledge in line with the needs of The Times, so as to enhance the students' initiative and interest in English learning. In this part, teachers can adopt such teaching strategies as cluck-based dialogue, question and answer, problem solving and so on. At the same time, mobile, wireless and perceptual technologies can be used to help students learn in the real world, as shown in Figure 2 below:

![Ubiquitous Learning](image)

Figure 4. The teaching of Internet new media is diversified.

Teachers can through group cooperation competition, debate competitions, task-based teaching such as teaching classroom teaching competition strategy, introducing competition mechanism flexible class teaching students there are both cooperation and competition among state conforms to the education of strengths, to get ideas, the students in the cooperative competition purposefully learning from each other, to deepen the understanding of the text content and obtain individual benign and sustainable development.

Image classification is one of the most basic tasks in computer vision, which is to extract the features of the input images through algorithms, then judge and classify them into a known category. A picture of a husky dog, for example, is algorithmically grouped into a "husky category, not some other dog, like a Tibetan mastiff, nor any other object category. At present, most Image classification techniques are trained on the ImageNet data set. The ImageNet data set contains more than 14 million images and contains more than 20,000 categories. The Image classification techniques of computers have far surpassed those of humans.

Target detection - similar to image classification but different, with different emphasis. Image classification focuses on what is the content of the image, while target detection focuses on the specific target in the image. It not only recognizes what is and marks the location of the target, which includes two subtasks: classification and positioning. For example, a picture of a cat and a dog can be identified by the target detection algorithm where the cat and dog are. The convolutional neural network firm-R-CNN model based on deep learning is a classic model of computer target detection.

Image segmentation is a traditional field of computer vision, which is based on the unit of pixel. Each pixel is classified and divided according to the characteristics such as color and texture, and the image is divided into different sub-regions. Similarly, the image segmentation method has also been transferred from the threshold method, the level set method, Graph Cu method and other traditional methods to the deep learning method. The popular methods include full convolutional neural network (FCN), deep convolutional neural network (DCNN) and so on.

Target tracking is the detection and tracking of objects in video or real scenes, which is often used in video surveillance and unmanned driving. The traditional target tracking algorithm is divided into generating algorithm and discriminant algorithm. The generating algorithm tracks the specified target, while the discriminant algorithm tracks the target and the background, the latter is more robust. At
present, the commonly used deep learning target tracking algorithms include stack self-encoder based algorithm (SAE) and convolutional neural network (CNN) algorithm.

Helping a computer to have "vision" so that it can understand pictures and make sense of them is a difficult and challenging task. Computer vision has been continuously updated for 50 to 60 years, and the development of phasic theory is also bumpy and good. The emergence of computer vision with the birth of artificial intelligence dates back to the 1860s, when Larry Roberts, an American scientist, proposed that the pattern of computer vision recognition was similar to that of biological recognition, believing that edges were the most critical information used to describe the shape of objects. In the 1970s, David Marr, a representative of computer vision from the UK, proposed that computer vision consists of three levels: computing theory, expression and algorithm, and hardware implementation. Er believed that the computing theory should fully excavate the intrinsic properties of the corresponding physical space contained in the image and use these properties to realize the three-dimensional representation of the object. In the 1980s, active vision theory and qualitative vision theory emerged, which believed that computer vision should be active and purposeful. Meanwhile, in this period, computer vision methods that lay particular stress on calculation and mathematics began to develop, such as image pyramid, Canny edge detection, discrete Markov random model, 3d distance data processing, etc. In the 1990s, computer vision recognition, detection, segmentation, classification, tracking and other technologies developed rapidly. By the beginning of the 21st century, computer vision had become a major discipline, with computational photography and feature-based recognition methods developing actively.

![Figure 5. Computer vision concept map.](image)

Computer vision research is divided into three levels: low-level feature research, which aims at identifying and extracting performance features from simple images; The middle-level semantic feature expression, in addition to recognizing the objects in the image, also needs to analyze and distinguish the semantic information of different areas in the image. High-level semantic understanding, able to analyze and understand the semantics of complex images. At present, the key tasks of computer vision are image classification, target detection, image segmentation, target tracking, image search, image beautification, three-dimensional reconstruction and so on.

Image search is a complicated process. Common application platforms include search platforms such as Google and Baidu, as well as online shopping platforms such as Taobao and JINGdong. The traditional image search method is hash coding, but combining it with deep learning method can make image search more efficient.

In daily life, all kinds of beauty, filter and other functions are computer image beautification technology. Through computer vision algorithm, not only can the image noise reduction, contrast enhancement, super resolution processing, repair defects, etc., but also can quickly produce a variety of stylization effects. In recent years, face algorithms based on deep learning can quickly and stably
recognize face attributes, and can be flexibly edited and converted. Beauty apps like this are booming.

In the context of the Internet, English course teaching should satisfy students' practical experience learning, improve their ability to solve problems and enhance their initiative to participate in practice. It is necessary to increase the proportion of practical courses, such as field visits, simulated communities, and simulated enterprises, so that students can change from mere bystanders to parties concerned, learn to use the theoretical knowledge learned to guide practice, improve their ability to solve problems independently, and master the ability to settle down.

5. Conclusion
To sum up, visual culture aesthetics can make visual culture phenomena more intuitive through the use of multimedia technology, improve the audio-visual language communication function, and facilitate the spread of written language. Therefore, in the development of visual culture, the application of computer new media technology should be strengthened to promote the continuous development of visual culture in a more comprehensive way.

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