Application of Artificial Intelligence Combined with Three-Dimensional Digital Technology in the Design of Complex Works of Art

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Technological advancement is leaving its imprint on all domains and making works more accessible. They have also taken steps in the arts and crafts. Old arts and crafts can be given new life with digital technology. A combination of artificial intelligence and three-dimensional digital technology converts art images into three-dimensional image art by identifying the frequency of the image and storing the details in a database. This process is performed by transferring the image data through wireless sensor networks. The conversion of normal images into three-dimensional digital technology is achieved with the aid of sensors available in digital technology. This data will aid in the easy identification of the images. The Surface Wavefront Reconstruction on Fast Fourier Transform (SWRFFT) Method is implemented, evaluating the performance of a combination of AI and three-dimensional technology. This proposed method is compared with the existing system, and it is observed that the proposed SWRFFT method provides a 2.47% increased accuracy rate in the correlation of the image with the frequency generation.

1. Introduction

Multimedia applications are becoming more and more important in people’s lives as a result of communication, big data, and multimedia technology. New challenges in video coding have emerged as a result of the increasing use of mobile devices and the increasing resolution of online video [1]. Recently, artificial intelligence and machine learning have made substantial advances in image processing, computer vision (especially in the area of computer vision), and natural language processing. It is feasible to perform joint optimization problems with the help of a deep neural network capable of nonlinear expression. By coding video, machine learning can be used to improve the quality of digital photos. A technique known as interframe prediction relies on motion correction to keep the coding rate of encoded blocks as low as possible. Due to the fact that the sample grid cannot accurately simulate the true motion of an object, finding an exact matching block in the reference frame is extremely difficult [2]. By employing an interpolation filter, small subpixel images from a larger pixel image are created, which can then be utilized to compensate for motion in video encoding and compression. This is a solution to the issue at hand. By using machine learning, it is possible to learn an interpolation filter for subpixel motion correction. Digital images can be used as virtual images to create stereo visual effects similar to those in film. This capability can be achieved through the use of subpixel interpolation models and motion compensation models, both of which can be significantly improved through the integration of comprehensive information technology into digital media design systems. A CNN model is used to reconstruct 3D image attributes in order to rebuild 3D picture attributes in the traditional digital media art design process [3].

It is more open, more intelligible, and more diverse in its artistic expression forms compared to traditional media art. Additionally, traditional media art does not compare in terms of artistic appeal, visual impact, or interactive...
experience to this new form of media art [4]. There are two key differences between conventional forms of art and those created using digital technologies. It does so in several ways, the first of which is that it employs a variety of scientific and technological methodologies in the design and development process, as well as in the manner in which the work is expressed as an art form. The term “multimedia” refers to the fact that digital media art encompasses a number of diverse media formats as a result of this development [5]. Interactive art frequently makes use of sensors, infrared recognition, and information transfer technology, among other things. A majority of interactive art pieces are shown in public spaces, science and art venues, and museums, among other places. A more tangible representation of the design concept that the works of art are attempting to convey is made possible for the audience through intelligent engagement, which occurs when many transmission channels and digital media are linked together [6]. Computers can recognize and capture people’s senses of sight, smell, touch, taste and sound, as well as their other emotions as they interact with this interactive work of art. Furthermore, it has the capability of collecting verbal communication, facial expressions, and bodily movements in addition to providing real-time feedback [7].

Although it has only been a few years since the beginning of the development of digital images, the scope and complexity of these images have increased as a result of scientific research and computational media art. Digital media art (DMA) is concerned with postimages and their intermediary components, and it makes use of biometric data, artificial intelligence, and other approaches to achieve this goal. Computer vision art can be used in a variety of applications, including image processing, animation, and gaming graphics [8]. To keep up with the current trend of cultural connotation transmission and intelligent development, it is necessary to accelerate the development of digital media art as well. We must collaborate in order to succeed [9]. The shift in media transmission has resulted in a significant increase in the amount of money spent on product advertising. As a result of digital media art, animation is significantly different now than it was in the past. In the beginning, digital media incorporates components from existing creative forms while also creating whole new ones [10]. It is the goal of this study to examine whether or not computer digital media can have a positive impact on animation design. There have been over a million installations of holographic projection technology in digital media artworks around the world to date [11]. A detailed investigation of the holographic projection technology is required before it can be employed in digital art museums and digital art events [12]. 3D image recording exhibits benefit from the usage of holographic projection technology because it is widely used by art-loving audiences and provides a high-quality experience for those who cannot attend the event in person. The digital media industry has had to navigate some rough waters despite the enormous progress made possible by the advent of big data. Due to a lack of resources, backwardness, and digital media support, this has been the case [13]. Cross-teaching tactics like this one can be highly effective when working with enormous volumes of data. In light of the current situation of digital media art education, a study has been started to uncover solutions and establish a framework for the creation of ideas and advice. One of the M-DDPG algorithm’s main components (DDSG) is a deep strategy gradient (DDSG) algorithm (DDPG) [14]. The DDPG algorithm and hierarchical learning are used to suggest a solution to the picture hierarchy problem (H-DDPG). While the H-DDPG technique is preferable in terms of accuracy and precision, the M-DDPG algorithm is superior to the M-DDPG algorithm. There are times when the H-DDPG algorithm is your best bet. They have a promising future because of their extensive knowledge in image processing for intelligent systems [15]. Automated intelligence and simplicity are already common expectations for robots as a result of the advances made possible by machine learning. This progress has been made possible via machine learning. An increase in image recognition has pushed machine learning into a new role in modern science and technology. Many scientists and engineers in the field of computer vision employ machine learning. When it comes to identifying things in photographs, machine learning technology is more accurate than traditional image recognition approaches [16]. As an integrated information technology for many decades, virtual reality has included multimedia and network technologies, parallel processing techniques, and sensors. Virtual reality allows for the creation and exploration of a wide range of virtual worlds [17]. Virtual reality technology’s increasing maturity has provided designers with new avenues for integrating their own creative ideas [18]. Thanks to advances in science and technology, computers may be able to process vast amounts of visual data in the future. A novel type of photo identification system employs digital image processing to identify experimental materials [19]. A major component of AI technology is the acquisition of images, which are then processed and recognized. A typical method for recognizing and designing landscape images is to use cameras and other high-tech equipment to collect and analyze data about the terrain. All aspects of landscape design must be taken into account, including but not limited to how the design structure influences the surrounding environment and how the landscape design interacts with the landscape. Major adjustments will increase the project’s cost once the final design plan is in place [20]. For example, virtual reality technology can be used to give users a more accurate experience of the program while also reducing the need for expensive alterations and expenditures [21]. Enhancing the design plan and using virtual reality technology to enhance this process is necessary to ensure that landscape design is both scientifically and practically viable. Using virtual reality technology, designers can demonstrate the 3D aspects of landscape design, but only if they determine whether the final outcome can be realized using virtual reality technology and the operability of design content is ensured. With virtual reality technology, landscape design may be done more quickly and cost-effectively [22].

A wide range of fields and settings benefit from the use of convolutional neural networks (CNNs), including image
processing. Image elements, such as those in photos or landscape images, are collected by computers in landscaping technology for later use in identifying a scene [23]. Since a high-dimensional random vector is used to experiment with low-dimensional feature space mappings, landscaping can be classified as image recognition. To make the design more logical, landscaping architects can either increase or change the design scheme’s features, depending on their own specificity. Landscape design in VR is not yet at its maximum effectiveness, but the technology can be more effective in guiding users through landscape design content and helping them understand how landscape design content can assist them in meeting their actual needs rather than what they believe to be unrealistic demands for landscape design content [24]. It allows designers to create a pleasant interaction between people and their landscapes. Using virtual reality and deep learning technology to design the landscape can save a lot of time and money while also allowing the designer to customize the plan to meet their own demands and so get closer to the actual landscape needs of the user [25]. There are several ways to speed up the design process, such as involving more people in it and incorporating user feedback. This study focused on evaluating the performance of artificial intelligence combined with three-dimensional digital technology in the design of complex works of art.

2. Materials and Methods

2.1. Motivation of the Work. Because of the poor quality of the restoration image, its location of the positive first-order image with restoration and with offigital hologram of energy dispersive objects could be related. This study describes the aforementioned issue as well as suggests a method for identifying its first image of a Surface Wavefront Reconstruction on Fast Fourier Transform (SWRFFT) Method. Parameters of such angle of lighting light have been investigated, as well as the average maximum standard errors by conventional objects are 5.6 percent. To overcome the splicing parameters, the mega space texture technique in rectangular coordinates is decided to apply to digital hyperbolic geometry technology, as well as the particle swarm optimization is used to convert the nonlinear equations in to the optimization. Eventually, using the above method, the 3D display of such a classic rotating three-dimensional art mechanical part is successfully realized with high-resolution weave. The advantage of this study is to enhance quality of 3D art using the digital technology with AI in the design of complex works of art.

2.2. Architecture of the Proposed System. The point cloud repository also has an extensive dataset collection. When working with cloud storage, the user, the server or the database, display unit, and the technology are considered to be available in remote areas. The user will make a request to download the art images which are considered to be available on the server at a remote location. Once the authentication has been provided, the user receives the access privileges for download and transfer. These communications will be performed with the support of a wide area network (WAN) through the Internet (wireless sensor networks). Among those datasets, the SUN RGB-D dataset is utilized for the study. In the proposed model, the images of the artworks are given as input. The main advantage of this three-dimensional digital technology (TDDT) is that it provides an excellent visualization of the objects. Using this trending digital technology, old arts and crafts can be given a new look (see Figure 1). The user may not have the system configuration to perform the conversion of normal images to 3D images; so, the user has to access some cloud network that is equipped with artificial intelligence for performing the conversion. The artificial intelligence technology identifies the collected images and invokes the TDDT technology. This TDDT technology has built-in support for sensors to sense or scan the image that is received as input and perform conversion to a 3D image. To determine the frequency of the scanned images, TDDT utilizes the Surface Wavefront Reconstruction on Fast Fourier Transform (SWRFFT) Method. This method aids in the conversion of normal image to 3D image. The converted image is stored in the database and is also displayed in the system. This process is implemented to reduce the complexity of the image identified by the artificial intelligence.

2.3. Proposed Work. The quantification concept for digital high-resolution three dimensional topographical its flight of $p = 0$ in the Cartesian coordinate system $\text{Kmp}^n$ is described as the recreated plane that is comparable to the charge-coupled devices (CCD) window flight with such a distance of $p = g_j$ as well as secant to a surface of a sample surface.

As according quantitative optics concept, the nonoptically streamlined geographic surface is highlighted with light signal, and also the diffracted beam spectrum of the surface of an object $p = 0$ can also be considered as the light scattered of a significant number of diffracted representations, such that, the quantum state of any and all simplistic diffracted waves using the SWRFFT algorithm.

$$K(n, m, 0) = S_x k(n, m, p) \ln [p_\theta(n, m, p) + j p_\rho - j p_d].$$  \hspace{1cm} (1)

Since this density data of a object is not mainly concerned here, $|S_x k(n, m, p)|^2$ signifies the frequency of dispersion specular reflection so at corresponding points just on surface of 3D art the material in equation (1). $j = \sqrt{-1}$ and $k = 2\pi/\gamma$, $\gamma$ is also the light spectrums, $\theta_x$ signifies the random process, the variability is $-\pi : \pi$, and $p$ is the reconstruction length.

If a lighting orientation is comparable to nkp as well as the angle between it brightness but also axis $p$ is $\rho$, the process could be demonstrated as

$$\theta(n, m, p) = \frac{2\pi}{\gamma} (n \sin \rho - p \cos \rho).$$  \hspace{1cm} (2)

The lighting illumination angle is denoted by in formula (2). The ultimate process measurement demonstrates that if only one spectrum is being used to highlight, the prediction angle could be transformed to find different recreated fields.
that can then be transposed to shape a contour, allowing the three-dimensional art formation to be measured.

When an electromagnetic source with wavelength illustrates an item with parallel lighting with angle of inclination of lighting light $\theta$ and $\theta + \nabla \theta$, the process probabilities of a light source in the recreated objective lens are, to between, as well as

$$\theta_2(n, m) = \frac{2\pi}{\gamma} \left\{ n \sin (\rho + \nabla \rho) - p[1 + \cos (\rho + \nabla \rho)] \right\} + \theta_{x2}.$$

(4)

All $\theta_{x1}, \theta_{x2}$ in equations (3) as well as (4) signify the random process of $-\pi : \pi$, with equal probability. Simply divide the following different formulas:

$$\theta_1(n, m) - \theta_2(n, m) = \frac{2\pi}{\gamma} \left\{ n[\sin \rho - (\rho + \nabla \rho)] \right\} - p[\cos \rho - \cos (\rho + \nabla \rho)] + \theta_{x1} - \theta_{x2}.$$

(5)

Because once is very small, the same light beam irradiates just on surface of 3D art an object, as well as the diffracted characteristics with same wavefront just on object’s surface need not change significantly. $\theta_{x1}, \theta_{x2}$ is no longer the random process of $-\pi : \pi$, with unified value possibility at this time. Since it is the SWRFFT algorithm that is used to comparatively small, $\cos \nabla \rho \approx 1, \sin \nabla \rho \approx \nabla \rho$ and $\theta_{x1}, \theta_{x2} = \epsilon 2\pi (0 < \epsilon < 1)$, which seem to be phase measurement sources of noise, could be rewritten, as well as formula (5) could be rewritten:

$$\nabla \rho(n, m) = \frac{2\pi}{\gamma} (-n \nabla \rho \cos \rho - \nabla \rho \sin \rho) + \epsilon 2\pi.$$

(6)

The transfer function is made of different components, as shown by Formula (6). The components are strongly correlated with the object’s surface. The distinction is significantly proportional to the locational coordinate $x$, known also as linear tilt term. The transition in its valuation is associated with changes in its coordinate value. The process effect is caused by its modifications even more significantly than that induced by the object’s orbital altitude change, that also makes the phase shift encased $s$. By removing its linear tilt term prior to process unpacking, the different phase part of the image can be procured. After noise removal, formula (6) is obtained, and
Also, the altitude of the surface of an object differs with the exact location, that can be specified as continues to follow:

\[ p(n, m) = -\frac{V_p(n, m)}{2\pi} \sqrt{\rho - n \cos \rho} V_p = \frac{\gamma}{\sqrt{\rho \sin \rho}}. \quad (7) \]

\( V_p \) indicates the variation in object height correlating to a transformation in phase shift of \( 2\pi \), and it can be seen that this is inverse proportion to apparatus contains. The \( V_p \) preliminary design can indeed be covered is then greater or equal to the total thickness evaluated upon that surface.

There is a coordinate system \( K_{nmp} \) with in digital high-resolution recording device, the \( p = 0 \) surface where its diffraction pattern is located, and its distance of an image space again from motion capture in 3D art surface is \( p = 0 \), as well as the digital image obtained by CCD data entry is \( F(n, m) \); then, the 1-FFT rehabilitation illumination wave ground could be demonstrated either by reflector scattering essential:

\[
H(n, m) = \frac{\ln (jdf_\rho)}{\sqrt{2\pi}} \ln \left[ \frac{jd}{2f_\rho} (n^2 + m^2) \right] \int_{-\infty}^{+\infty} F(n, m) \ln \left[ \frac{jd}{2f_\rho} (n^2 + m^2) \right] \ln \left[ g(n, m) \right].
\]

In equation (8), \( \gamma \) is the frequency of the light beam, and \( k = 2\pi/\gamma \) is the frequency of the transverse beam.

To illustrate the fused image, a restored circular wave with such a radial distance of \( \rho_s \) is being used in the following equation (9).

\[
T_s(n, m) = \ln \left[ \frac{jd}{2f_\rho} (n^2 + m^2) \right].
\]

The untouched digital hologram’s light beam profession wave propagation though the range \( \rho_i \) is as chooses to the following equation (10).

\[
H_i(n, m) = \mathcal{F}^{-1} \left\{ \mathcal{F}[\psi(n, m)H_s(n, m)T_i(n, m)] \ln \left[ jdf_i \sqrt{1 - \gamma^2 (q_i^2 + q_0^2)} \right] \right\}.
\]
In equation (10), \((n, m)\) represents the hologram’s window function, \(H(x, y)\) represents the item field with in \(p = 0\) plane correlating to a local picture of the specific element also on input image, and \(q_n, q_m\) represent the frequency exact location correlating to \(n, m\).

A rectangular reference frame relates to the coordinate \(Kp\theta n\). Suppose that a position \(A\) in storage seems to have the good representation \(A(n, m, \rho)\) in a rectangle reference frame and also the collaborate value \(A(p, \theta, n)\) in a cylindrical reference frame. Between each other is the maximum difference from center Point to axis \(N\) and is also the angular displacement between both the projection of a continuous line from pixel Value to axis \(N\) upon that \(mkp\) surface as well as the \(P - \) axis.

\[
\begin{align*}
\rho &= \sqrt{m^2 + p^2} \\
\tan \theta &= \frac{p}{m}.
\end{align*}
\]  

To start investigating this attenuation, different shaped surfaces of different circle centers are predicted from the above reference 3D art frame onto a surface where \(n\) is
continuous. The spacing between the centers of the concentric rings can be conveyed as denoted the equation (12)

$$
p_0' = \sqrt{\left( p_0 \sin \vartheta_0 + \frac{\cos \alpha}{\cos \beta} n_1 \right)^2 + \left( p_0 \cos \vartheta_0 + \frac{\cos \gamma}{\cos \beta} n_1 \right)^2}.
$$

(12)

The direction of different circles’ facilities is represented in equation (13).

$$
\varphi_0' = \tan \left( \frac{p_0 \sin \vartheta_0 + (\cos \alpha/\cos \beta) n_1}{p_0 \cos \vartheta_0 + (\cos \gamma/\cos \beta) n_1} \right).
$$

(13)

In equation (13), $p_0$ and $\vartheta_0$ signify the distance as well as orientation of circular 3D art cylinder just on surface of $n_1 = 0$ and also the centers of concentric rings created by the intersection between the different cylinders just on surface, respectively.

3. Results and Discussion

The investigation focuses on the problem of huge measurement errors caused either by eyepieces or cameras in 3D art direction, which results in incorrect 3D art information available. The extraction of curve information in the process of human movement alignment reconstruction is highly influenced by noise removal. As a result, a binocular stereo vision system is created first, which includes imaging techniques, color correction, and image analysis. Because it reduces errors, the technique is being used to improve the image quality. Furthermore, a three-dimensional art gait analysis alignment reconstruction framework is utilized, the probability distribution template is being used to eliminate the noise from the captured image, and the activity recognition framework is being used to rectify the perspective “visibility” and “obstruction” problems. Finally, virtual environment experiments are required to validate the system and framework.

The chosen five positions are positioned in random directions and at different distances from the lens. Figure 2 depicts the results obtained and also shows that its error is limited when trying to shoot at points 1-4 close to the quantification distance, and also that the error is monitored within 0.9 percent, indicating accurate results. Once point 5 is measured from a distance, the measurement increases to 2.73%. The reason for this could be that when objects have been shot from a distance, the variance of measured data is largely due to a reduction in lighting conditions as well as clarity. Nevertheless, in general, their standard error is kept to less than 3%, which is both accurate and possible.

Analysis is the color isolation SWRFFT method of simultaneously evaluating information or use statistical tools to comprehend or explain it. Color Isolation SWRFFT algorithm performs the adjustment of linkage difference between digital cameras and image sensors in RGB Space. Its difference in combining between both the digital camera and the light source would then affect the color recognition of the source of light. As a result, the very first step is to adjust the color settings on the digital camera as well as the image sensor. The experimental results are shown in Table 1. The prediction machine has an output in terms of points. It is wished that there was still a direct correlation between the predicted light’s color characteristics and the corresponding prediction angle.

The SWRFFT process avoids formulation images, feature correlation, and zero-order visuals and also can measure micrometer objects, but still it provides a high level of conservation activities as well as a higher spectral shifter. A dual source of light method is often used in digital holography to make a small change in the shape of the luminescence light as well as obtain its three-dimensional contour of an object by determining the phase shift between the segmentation results in between. Nevertheless, due to the obvious low light intensity, the restoration image of a weak sparsely reflecting element has low comparison as during present measurement method (refer Figure 3). It is difficult to identify the favorable first-order image of an object just on recreated visual feature correlation.

Because the superior and inferior surfaces of measuring device 1 (to quantify the total great distances) as well as block 2 (to quantify the selective distance) were both refined, they could be measured as accurate measuring objects. As shown in Figure 4, the statistical data segment is denoted by the red line. C’s entire altitude will also be measured (the length difference between both gauge blocks 1 and 2). Table 2 displays the measured data. The mean result of the measurement data shows that the error of an existing rail block is really only 0.94%. It could be used as a measurement block for high-speed train cars.

The three-dimensional combining multiple contour map of a nail has also been finished, as seen in Figure 5 as well as the texture is essentially consistent with the previous object. However, no error analysis is performed between the real
The obtained measurements of a SWRFFT algorithm are evaluated against those of the straightforward color disconnection technique. The comparison results are presented in Figure 6. The experimental results demonstrate that after correcting the source of the light color automated system, the good recognition frequency of light source color for various colored object surfaces has been significantly improved, and this has had a significant impact on improving the recognition accuracy of predicted light color. The color repeatability of the prediction light source is based on the following factors: the accuracy with which the spatial frequency of specular reflection of a surface of an object is predicted, the isolation of specular reflection as well as dispersed reflection, and the accuracy with which the pairing difference between camera and image sensor is estimated.

The 3D scenic visual structures and systems are implemented (show in Figure 7) into digital image art to investigate the implementation of a variety of visual sensing technologies and online image art in the field of art education. In order to have a stereo system 360-degree vision procurement approach, the camera model, reflector model, object surface lighting model, and their relationships, as well as their connection, are analyzed, and also the mathematical model is constructed. A light source SWRFFT algorithm based on the reflection framework is developed. It also overcomes the effects of object color, highly reflective reflection, and coupling distinction among both camera as well as image sensor equipment on organized light color recognition to some extent, improving the accuracy of a color-organized light color recognition system. The 3D reflectance is being compared (refer Table 3) with the existing method to get the exact result based on the color of the object surface, lowering the recognition accuracy from 91.34% to 91.34%.

### 4. Conclusions

During the period of the Fourth Industrial Revolution, 3D technology seems to be significant. This technology has acquired social attention and enhances satisfaction among students and learning outcomes in the subjects. This paper focused on the performance of integrating artificial intelligence into three-dimensional technology in designing complex works of art with the support of sensors in the tools and also wireless sensor networks for data transfer, processing, and storage. It is found that a proposed method called Surface Wave-front Reconstruction on Fast Fourier Transform (SWRFFT) helps learners in designing complex works of art. This SWRFFT algorithm overcomes the effects of object color, highly reflective reflection, and coupling distinction between camera and image sensor equipment on organized light color recognition to some extent, improving the accuracy of a color-organized light color recognition system. For future research, it is highly recommended to rewrite the classification problem occurs in arts.

### Data Availability

The data used to support the findings of this study are available from the corresponding author upon request.

### Conflicts of Interest

The authors declare that there are no conflicts of interest.

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### Table 3: Comparison 3D scenic visual structures and systems.

| Algorithm | Comparison analysis for 3D art feature correlation | Accuracy (%) |
|-----------|---------------------------------------------------|--------------|
| Existing method | R | G | B | 88.87 |
| Surface Wavefront Reconstruction on Fast Fourier Transform (SWRFFT) Method | 89 | 92 | 96 | 91.34 |
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