



## Theatre App: A Survey on Camera Blocking Approach

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### ABSTRACT:

Movies serve as a vital form of entertainment, offering a welcomed escape for individuals navigating life's challenges. The growing number of moviegoers attests to the enduring appeal of cinema, providing a temporary refuge where people find solace and inspiration. Behind the scenes, the intricate collaboration of directors, writers, and artists brings forth cinematic masterpieces that captivate global audiences. Despite the enchantment of filmmaking, the industry faces a significant threat from movie piracy. This exploitative practice not only infringes on the intellectual property rights of creators but also inflicts a financial toll on the industry. The shadow of piracy looms, potentially affecting the resources available for future productions and compromising the diversity and innovation within the cinematic landscape. In this context, the focus of the study is directed towards exploring and developing effective methods against movie piracy and to protect the efforts put forward by the entire film crew.

**Keywords:** movie booking, camera block, 180degree view

### Introduction:

Movies stand as a cornerstone of entertainment in our society, providing a unique and powerful medium through which stories are told, emotions are stirred, and imaginations are ignited. As a cherished form of escapism, films have the ability to transport audiences to different worlds, offering a respite from the complexities of everyday life. The allure of the silver screen, coupled with the collaborative efforts of directors, writers, actors, and artists, has contributed to a global appreciation for the art of filmmaking. However, this thriving industry faces a formidable challenge in the form of piracy, an insidious practice that not only jeopardizes the economic viability of movie production but also threatens the creative essence that defines the magic of cinema. In this context, it becomes imperative to explore the significance of movies as a source of entertainment and the urgent need to protect them from the shadows of exploitation and unauthorized distribution.

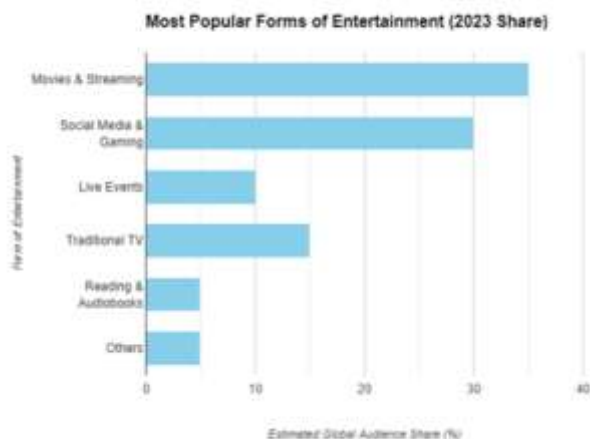


Figure.1 Most Popular Form of Entertainment

The bar graph shows the estimated global audience share for different forms of entertainment in 2023. Movies & Streaming take the lead with 35% share, followed by Social Media & Gaming at 30%. Live Events, Traditional TV, Reading & Audiobooks, and Others each hold a share of 10%, 15%, 5%, and 5%, respectively. This suggests that Movies & Streaming and Social Media & Gaming are the most popular forms of entertainment globally, likely due

to their accessibility, convenience, and wide variety of content. Live Events, while popular, are limited by factors such as cost and location. Traditional TV has seen a decline in recent years due to the competition from streaming services. Reading & Audiobooks and Others each have smaller shares, but they still cater to niche audiences.

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## Literature Review:

Arjun Kumar Mishra et al [1] The main role of making the online movie ticket booking framework is to make a programmed online based framework which will give a simple and a substitute method to book a ticket for a movie. The client should enter the data identified with movie after which the framework will give alternatives to book the ticket. Right now Ticket Booking System, the staff of the movie lobby won't need to do anything for the ticket booking as the procedure will be finished by the client through the web which will lessen the measure of staff required in the booking counter. Online Movie Ticket Booking is helpful for the two advertisers and Users similarly

Javed Sultan et al [2] With the proliferation of the Internet and the growing popularity of social media, the consumption of misinformation and biased content has become increasingly widespread. Although photographs are better representations of the truth, they are not immune to bias. The angle, the composition, the lighting, the mood and the framing of the photograph can heavily influence the message conveyed through it. The advances in photography, especially panoramic imagery, have allowed for 360-degree images. Two groups of participants were surveyed and shown cropped and complete images from 360-degree photographs. There was a 50% variance in perception of messages conveyed through the cropped and the complete 360-degree images. Punyaslok Sarkar et al [3] The project objective is to book cinema tickets in online. The Ticket Reservation System is an Internet based application that can be accessed throughout the Net and can be accessed by anyone who has a net connection. This application will reserve the tickets. This online ticket reservation system provides a website for a cinema hall where any user of internet can access it. User is required to login to the system and needs a credit card for booking the tickets. Tickets can be collected at the counter and Watching movies with family and friends in theatres is one of the best medium of entertainment after having a hectic schedule. But all this excitement vanishes after standing in hours in long queues to get tickets booked

Mrs. R.Shiji et al [4] Online movie ticket booking system is based on Internet. By this methodology the movie theater owners and the customers can handle all their cinema activities quickly and safely. This online movie ticket booking system provides complete information like booking for a movie, seat allocation, show timings, movie ticket cancellation and payment services. For reserving a ticket to a movie the customer should use ATM/Credit/Debit cards and it can be cancelled they are in need.

Vikas Kumar Tyagi et al [5] TOWS (Threat, Opportunity, Weakness, and Strength) analysis is an important barometer for providing strategic analysis. BookmyShow after growing rapidly in early years is now showing signs of slower growth in core business of movie business. Its non-movie business is growing rapidly but is yet to add significantly to bottomline of BmS compared to strategic investment in non-movie business. TOWS analysis by authors suggests BmS to improve its value offerings in movie business while expanding non-movie business especially in music, live events etc

Masoud Gheisari et al [6] 360-degree panorama is a reality capturing technique for visualizing environments that fully immerses the user in a true-to-reality representation of real-world spaces. 360-degree panoramas create highly realistic and detailed replication of construction sites while giving users a high sense of presence. This paper aims to discuss the applications of 360-degree panoramas and extend the understanding of the current state of this technology in the Construction setting and other affine fields. Additionally, the methodology to develop 360-degree panoramas and the limitations of the technique were examined for the Construction domain.

B. Hang et al [7] To provide a system that is effective in its objective of curtailing the vulnerable camera component access inside the restricted environment. Failure to provide a standardized feature for industry purpose have left them vulnerable to some of the unwanted features in a mobile phone. This means that the mobile phone is able to have all components as a casual user. This maybe a source for the violation of some of the secure company's policies. It may not be a viable option to deprive the user from possessing a phone with those components. Instead, it is a feasible solution to curb the user from using it in the restricted zone under consideration. Our solution involves a system where there is a well-defined architecture that provides the methods to curtail the vulnerable components.

R. M. Bani-Hani et al [8] QR i.e. "Quick Response" code is a 2D matrix code that is designed by keeping two points under consideration, i.e. it must store large amount of data as compared to 1D barcodes and it must be decoded at high speed using any handheld device like phones. QR code provides high data storage capacity, fast scanning, omnidirectional readability, and many other advantages including, error-correction (so that damaged code can also be read successfully) and different type of versions.

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## Background Knowledge :

### Android App Development Using Java

Android app development using Java involves creating mobile applications for the Android operating system using the Java programming language and the Android SDK (Software Development Kit). Java, a versatile and widely adopted programming language, serves as the primary language for Android development, providing developers with a robust foundation for building feature-rich and scalable applications. Android Studio, the official integrated development environment (IDE), facilitates the creation of user interfaces through XML layouts and enables the implementation of application logic in

Java code. Developers leverage a variety of tools and resources within Android Studio, such as the visual editor and the Gradle build system, to streamline the development process.

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## Discussion

The proposed paper is equipped with camera blocking technology and a 180-degree point of view for seat selection, introduces a revolutionary approach to the movie booking landscape, setting it apart from existing applications in several key aspects. Unlike traditional movie booking apps that primarily focus on streamlining the ticket purchasing process, this innovative app goes beyond transactional convenience. The incorporation of camera blocking technology ensures a heightened level of privacy and security, addressing concerns related to unauthorized recordings during live performances—a facet not typically addressed by mainstream movie booking platforms. Additionally, the 180-degree seat selection feature offers users an unprecedented level of engagement by providing a virtual preview of the theatre, enhancing their ability to make informed decisions about their preferred seating arrangements. In comparison to existing movie booking apps, this proposed paper places a greater emphasis on the holistic theatre experience. While many apps focus solely on ticket sales, this innovative solution recognizes the broader spectrum of user needs, integrating cutting-edge technologies to create a more immersive and secure environment for theatre enthusiasts. Moreover, the user-centric design, leveraging features like the 180-degree point of view, aligns with the evolving expectations of audiences who seek more than just a transactional service. As this paper pioneers a unique blend of technology and user experience, it stands out as a transformative force in the movie booking landscape, promising a more secure, engaging, and user-friendly approach to enjoying movies in theatre.

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## Conclusion

In conclusion, The growing number of moviegoers attests to the enduring appeal of cinema, providing a temporary refuge where people find solace and inspiration. Behind the scenes, the intricate collaboration of directors, writers, and artists brings forth cinematic masterpieces that captivate global audiences. Despite the enchantment of filmmaking, the industry faces a significant threat from movie piracy. This exploitative practice not only infringes on the intellectual property rights of creators but also inflicts a financial toll on the industry. The shadow of piracy looms, potentially affecting the resources available for future productions and compromising the diversity and innovation within the cinematic landscape. A meticulous examination of various scholarly works has illuminated the remarkable efficiency of online ticket booking, showcasing its superior effectiveness in simplifying the cinema-going experience. This technological shift transcends traditional ticketing methods, providing patrons with a seamless and efficient means to secure movie seats. The integration of cutting-edge features, such as the immersive 360-degree view, represents a groundbreaking enhancement, offering movie enthusiasts a visual feast to make informed decisions about their preferred seating arrangements. The camera blocking technology stands as a potent and effective method to safeguard movies. With its innovative capabilities, this technology serves as a formidable barrier against unauthorized recording or filming during screenings, preserving the integrity of cinematic content.

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