

## Analysis on Spatial Types from the SF Film Series <Matrix>

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### 1. Introduction

SF movie enables us to see the things which are possible in the future world through expressing the technologies that are not yet realized. High-degree special effects used in SF movies depict the imaginary content just as happening in reality in front of the audience. They are also a prospect of future of this time, by showing properties which have human desire to wish for cutting edge scientific technique in our culture. The SF movie <Matrix> series asks the audience in a new and modern way whether it is possible to distinguish the reality from the actual reality if what we believed to be true was merely an electrical signal which is delivered through a neuron of cells in the brain. Therefore, this research aims at analyzing the expressional characteristic of actual space and virtual space based on multi-literary meaning which Matrix has in order to analyze movie <Matrix> series.

### 2. Multi-literary meaning of Matrix

Matrix is originated from the Latin language, which means a womb, pregnant mother, which means a virtual program for AI computer to control the human race which fell to the energy source of machine. The world where modern people live is already controlled by the outer power regardless of one's own will in the technological society. The main character of <Matrix> refuses the life controlled by the power of machine and awakens his consciousness in real world, however is very confused due to the gap which is generated in the process of realizing the reality. Therefore, Matrix is an illusionary image space which was created to delude human brain to live in the control of computer by mistaking it as the reality, which means a mixed space that appears between the imaginary and reality.

From the scientific viewpoint, virtual reality techniques of Matrix through the computer can be applied to Nano tube technology which uses 3-dimensional circuit. Instead of the tube which the movie used, if direct electrical stimulation can be given to the brain by injecting nano robot into the body blood vessel, Matrix is possible to be realized in the near future. Matrix is impossible in reality, however theoretically there's a virtual life same as the reality, which I believe is similar to Platon's cave in this point.

Jean Baudrillard called the artificiality created just as existence which is not actually exist, Simulation.[1] As he mentioned, "Image has nothing to do with the reality, whatever it is. This is the very pure Simulation," in the fourth stage of Simulation, Matrix is a world[2] entered into the human brain, which was formed by collecting the past images which do not exist. However, it will be difficult for us to even know if the images had existed in the past.






<Matrix> shows various aspects of various religions, eventually it can be called as religious multi circumference. In a religious view, the confusion in the Matrix and Zion's salvation of the human world from the machines can be unraveled into different kinds of religious lessons.

With a viewpoint in consideration of the perception of existence and the way of being, realism is connoted where death in Matrix is connected to the death in reality and spirit determines life or death of body. And to have trust in deciding the illusion and shape by the sense of touch through physical contact more than vision, implies a traditional method which shows mental superiority of five senses to the body.

### 3. Analysis of space expression in Matrix

Based on multi literary viewpoint, spaces displayed in <Matrix> are divided into five categories and the characteristics of each type shown on the synopsis are analyzed as [table 1].

[Table 1] Space type and characteristic of <Matrix>

Space type	Synopsis	Space characteristic	Image
Fabricated actual space	Living in Matrix space before the main character awakens	Matrix is a fabricated space, created by the products of simulation which raise illusion just as seeing with eyes by delivering artificial signal by stimulating optic nerve in the brain.	
Perceived illusionary space	Bleeding in reality with the injury in Matrix, Avoiding bullets or flying in the sky	The main character gets an ability to handle virtual space according to his wish to some degree through training, however the injury he got in virtual space remains in real space as it is. Connection between image and reality means that the spirit in Matrix and body in reality are one. The main character recognizes the illusion of virtual world as it is by escaping from the interpretation of brain in virtual space, and can demonstrate ability beyond space time.	
Game space through interface	Training simulation, Construct before saving Morpheus, Facing between the main character and the manager	In the process that a user is interfacing in the medium, interaction is generated between the user and the medium. Matrix is a world which establishes this interface. Additional device is not required, however a construct space is inserted in the process to be an avatar of virtual world, and the user who accesses the construct space can freely use desired program.	
Multi-view structure space	Avoiding bullets, Main character gets on helicopter after saving Morpheus	The scenes where the main character transcends space time were expressed by using the flow motion technique, which overcomes the limitations of single viewpoint and enables to express the observer's continuative viewpoint and connect the fictional events.	
Medium loop space for narrative	Accessing Matrix or escaping from it, Corridor to move with key, Subway station of middle world	Uses telephone when moving from the actual space to virtual space, and uses key when moving from the virtual space to a new space. Using of the mediums, telephone and key, gets consistency in the progress of story, as the means to connect the events between the virtual space and the real space.	

#### 4. Conclusion

The following are the overall summary of characteristics of virtual space displayed in the movie <Matrix>.

First, in order to experience the virtual space we do not need physical equipments but compose it with the same form of real images through simulation. Second, the place and time of the virtual space can be an absolute experience depending on the user's cognitive level. Third, using a narrative medium for the consistency of virtual and actual spaces creates a story the user can find interesting.

<Matrix> concretely expresses how people perceive the space differently depending on the confusion of virtual space and the alternation of awareness. Various angles of observer's continuative viewpoint were used to express the confusion and the transcendence power. It flexibly connects the virtual spaces by expressing the medium with everyday-normal-spaces.

#### 5. References

[1] J. Baudrillard, Simulations, Trans. T.H. Ha, Minumsa, Seoul Korea, 1992  
 [2] G. Yeffeth ed, Taking The Red Pill : Science, Philosophy and Religion in the Matrix, Summersdale Publishers, UK, 2003