Special effects (or SFX) are used in the film and entertainment industry to create effects that cannot be achieved by normal means, such as travel to other star systems. They are also used when creating the effect by normal means is prohibitively expensive, such as an enormous explosion. They are also used to enhance normal visual effects. Notable special effects companies: Cinesite - Computer Film Company Digital Domain - Industrial Light and Magic SGI Weta Digital. See also: computer graphics, postproduction - , stage props - , sound effects. This text from Wikipedia is licensed under the terms of the GNU Free Documentation License. As a filmmaking term, special effects now covers specific shooting techniques, old-school post-production techniques involving optical printers used in 16mm and 35mm film formats, and visual effects done using digital technology. Meanwhile, mechanical effects involves the use of physical effects, props and sets during the shoot such as mechanical props and characters, scale models or miniature elements, pyrotechnics, rear or front projections, live rain or snow effects, and make-up and prosthetic effects. Often times, by the film's post-production, these mechanical effects are further enhanced. Special effects come handy in such cases. After the 1980s, digital imaging and special effects have started revolving around three major areas, they are digital characters, digital world and digital events. Technical experts in the early years had predicted that the technological advancement in the motion picture will replace the use of photographic techniques and the use of film eventually, but as of now, their enthusiasm seems very immature and inappropriate. Computer aided film development and special effects were invented in a later stage. The combination of both computer and the film technology has given the film makers the advantage of “illusion-of-reality”. They could easily manipulate and enhance the movie by using computer technology.