

BISQUE DOLL AS AN INSPIRATION FOR SEMI-DIGITAL PROCESS ART CREATION

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Abstract

This research aims to create digital artwork with ideas originating from childhood memories and the anxiety about the quality of children's playing media due to the digitalization era and bad parenting behaviour. This is a creation process that uses a practice-led research method and creative process by L.H. Chapman which has three stages: (1) the inception of the idea, (2) elaboration and refinement, (3) visualisation in a medium. The practice process offers new knowledge, which was then processed into a working concept and turned into a work of art (painting). This research produces a two-dimensional painting artwork that is representational deformative and has symbolic meanings with acrylic on plywood media then transform it into gif format with digital application. The main object is a child whose visualisation is inspired by bisque doll figures from France. This creation is useful as a medium for reminiscing (nostalgia) and as a medium for education to the community related to children's welfare, especially about the quality of playing media.

Keywords: *playing media, semi-digital process, bisque doll*

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Introduction

The effects of digitalization, restriction due to the Covid-19 pandemic, which is widespread around the world, and bad parenting have made children highly dependent on digital technology. In the modern era, the use of gadgets has become commonplace, coupled with the Covid-19 pandemic which has made human life even more tied to gadgets (Rahayu et al, 2021: 203). According to Munir (in Zaini & Soenarto, 2019: 255), gadgets are interesting for children because gadgets provide dimensions of motion, colour, sound and songs all at once in devices for various purposes such as playing games, watching videos, listening to music, chatting and surfing websites.

The internet and digital applications on gadgets are the selected devices of parents to be fully used by their children in various activities such as learning, playing, and finding information. With a variety of interesting features and applications, parents use it to accompany their children so that parents can carry out activities in peace, without worrying that their children are playing dirty, making a mess of the house so that it interferes with parental activities. (Ariston & Frahasini, 2018: 87). The ease of operating gadgets and applications contained in them, both online and offline, has given young children the freedom to get the things they want (Elfiandi, 2018: 107). Seeing children operating gadgets for all activities continuously is a common sight to this day. This dependence is the result of sociocultural changes during the Covid-19 pandemic critical period. This proves that excessive use of gadgets over a long period of time is enough to have an addictive effect on its users.

Nowadays children prefer digital games so they are lacking physical activities; they are not playing outside their house anymore. From the observation, it can be seen that it is so rare that children play outside their house. Generally, after completing their school activity, children will only play with gadgets in their homes. It is very rare to find a group of children who are playing kites together or just socialising with their neighbours who are the same age. Digital games or electronic devices are indeed more innovative, but many negative impacts are gained by children if they are misusing it. According to research conducted by Midiyana et al. (2019: 79-80), children who operate gadgets from an early age experience a decrease in concentration, are lazy to learn, decrease socialisation abilities, and experience health problems. There are negative impacts of gadgets used by the children as explained by Amri:

The results of research (Amri et al., 2020: 21) regarding the impact of gadgets on the interaction abilities of elementary school children during the Covid-19 period, namely the negative impacts: (1) children are not interested in reading books because they can find information easier from the Internet; (2) lazy children with activities; (3) children get angry easily; (4) disturbed concentration; (5) may damage the eye.

Games installed on devices can cause unhealthy dependence and lifestyle. For example, the children's mobility will be reduced and the ability to socialise does not develop. That is because games on gadgets do not require a lot of physical activity or need to go outside of the house. Then the bad aspects of gadgets such as being able to display sensitive content of discrimination, pornography, and violence which can bring many negative impacts on children. Children in their early years learn by observing and imitating. Montessori in Haintostock (1999:10-11) says that this period is a sensitive period, during this time children are especially able to receive stimulation from their environment. At this time children are also ready to carry out various activities in order to understand and master their environment. The internet content from gadgets and digital games that are not good has the potential to be imitated by children out of curiosity or just to experiment. Based on these aspects, ongoing problems can arise such as a child's lack of ability to socialise, not being able to adapt to the environment, lack of moral and ethical values, to a drastic decrease in motor skills.

Considering this phenomenon the author is concerned about the future of the children now and in the future. In contrast to the author's childhood who could have fun in playing, experiencing, and exploring nature, children nowadays are so attached to gadget screens. They look helpless without gadgets beside them. Excessive child addiction to these devices is an example of parental negligence in supervising and controlling children's activities. Lack of time and energy has a big role in the inability of parents to control the use of technology in children (Novianti & Garzia, 2020:1006). Parents are fully responsible for the future and welfare of their children.

Based on this, the topic of child welfare needs to be voiced continuously. So that parents can open their eyes to cases that they consider simple but can be fatal for their children. The author wants to contribute to voicing children's rights through fine art. Therefore research on learning, playing, and other positive activities for children is carried out and will be expressed through digital art media, specifically in a medium of painting with a semi-digital process. This is intended to provide options for parents regarding what activities can be carried out to support the growth and development of their children. The form of digital artwork was chosen in order to reach the target audience, namely people who are addicted to gadgets.

According to the topic, the focus of the artwork will be on the main object and its activity which is from the author's childhood memory. Memories of these happy moments can lead to positive emotions which are expected to encourage someone to always think and do good things. The targets of this art creation are children who were inspired in the visualisation process in the form of the Bisque doll, a traditional doll from France and

Germany. Widodo (2011: 280) states, "the object of a painting is something that is visible, namely what is being painted". From this statement it can be concluded that in the context of painting, the notion of an object refers to a concrete physical form, namely the real form of the object to be described. Between 1860 and 1890, Bisque dolls had developed into fashion or known as fashion dolls because these dolls were always decorated with various kinds of clothing and accessories which were trendsetters at that time. Like the previous fashion dolls, this doll is made for children and wears contemporary children's clothing. The main object used in this study is an imaginative child representation object. Bisque dolls' details, such as their anatomy and decoration, are aesthetic objects that are interesting to visualize in the medium of painting.

Research Method

To create this digital art form the method used is the practice-led research method. After conducting a particular study or observation, the researcher enters the empathy stage, fused with the problem being studied, and experienced what the research subject felt. The actual process yielded new insights that were processed into practical concepts and poured into the artwork. In addition to conducting research and observation, I conducted a method of literary research on the subject raised from books and scientific articles. The creative process used in this artistic creation is the method of L.H. Chapman, a woman born in 1935 who works in the field of art education. This method was chosen because it is easy to understand and apply in the process of creating this painting. There are several steps to complete the artwork. L.H. Chapman in Sahman (1993:119) suggested three steps: (1) the inception of the idea, (2) elaboration and refinement, (3) visualisation in a medium.

Discussion

1. The Creation Process of the Artwork

a. The process of digitising conventional works

Because this creation is focused on the digital process, the author wants to describe in more detail the process of converting conventional works to the final digital work in MP4 format. Conventional artworks with acrylic on plywood medium and size of 60 x 80cm that has been completed will go through a digitization process by being photographed using a digital camera (iPhone X camera) so as to get digital artifacts in jpeg format. Then the photos in jpeg format are sent to the laptop for further processing towards the animation process.

b. The process of animation (making frames)

Then the digital photos are processed again using a digital application, namely Photoshop to produce material as many as 8 jpeg images frames as gif material. For details, the photo was changed or the object colour was shifted slightly repeated so that when the 7 images frames are combined, it will produce a dynamic colour n light motion pattern. The process of sliding and moving objects' color is repeated continuously on each frame so as to form a dynamic light movement.

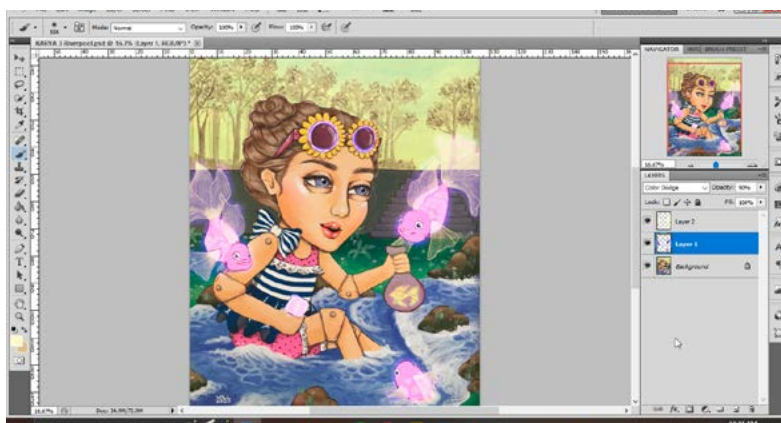


Image 1. Making layer material

Source: Arum Willis Kartika Ayuningtari, 2022

c. The process of converting to the gif format

After the 7 images frame material has been completed, the images will be processed with a digital application, namely PhotoScape to be designed into a gif. A total of 8 frames that are ready from the previous process are then imported into the application. After all the frames have been entered and are in sequence, the 8 frames are set to a gif with a display speed or time span of 0.2 seconds per frame. The application will immediately display a gif preview with these settings before exporting. After feeling the gif is right (the beat is not too fast or slow), the next step is to export the draft gif in gif format to a computer folder.

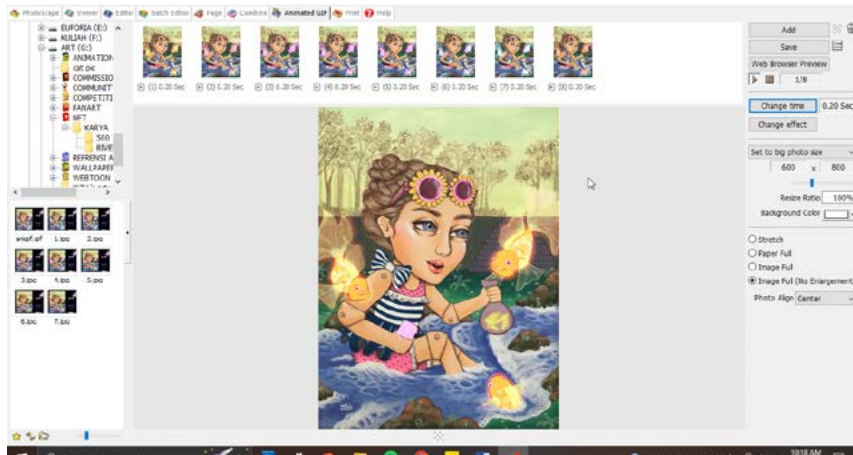


Image 2. Converting into gif format
Source: Arum Wilis Kartika Ayuningtari, 2022

2. The Artwork Final Result

This digital artwork was not to be visualised without carrying any meaning. It actually carries an implied meaning representing issues originating from the concept of the artwork. The following was the final result or form of the digital artwork that had been created:



Image 3. Riverpool (gif)
Source: Arum Wilis Kartika Ayuningtari, 2022

Title : Riverpool
Medium : Acrylic on plywood (conventional), Graphic Interchange Format (digital)
Size : 60 x 80cm (conventional), 1800 x 2400px and 9.64MB (digital)

This artwork is in digital media format (GIF format) with a size of 1800 x 2400 pixels and 9.64 MB. This artwork has for its main object the form of a child who is represented in a deformative way inspired by bisque doll figures on the head, eyes, and lips which are made bigger than the real proportion. In addition, there are other objects in the form of three goldfish made around the main object in the middle of the media. There are also objects in the form of river rocks, steps leading to the river, and trees as supporting objects for the background of the work.

The digital artwork titled "Riverpool" depicts the form of a child who is bathing and playing with catching fish in the river. This visualisation is the embodiment of the creator's childhood memories that are playing at the time. Early childhood demands a lot of stimulation so that their development can reach an optimal point (Miranti & Putri, 2021:59). This game activity contributes to the training of children's agility, patience, and focus. The shape of the goldfish that is caught and surrounds the child is analogous to a lucky symbol that the creator gets from having a pleasant childhood. This art creation is a form of the creator's hope that children nowadays can feel how fun it is to play in nature, far from the negative influence of technology which brings hundreds of negative impacts, especially dependence on gadgets.

Conclusion

Creation is the result of thoughts, expressions of feelings, and research supported by various factors. Some of these factors are in the form of personal experience and anxiety about things that happen in the environment that is from the phenomenon of children's playing media quality due to the digitalization era and bad parenting behaviour. The theme adopted by the creator is the memory of playing in childhood, playing activities have more or less been experienced by all children. Memories of childhood play are a reality of life that the creator has been through that cannot be repeated but is still beautifully stored in the memory which is manifested in paintings. This artwork contains real-life descriptions of playing activities in childhood that are beautiful and natural. Because of the digitalization era and the rise of the Covid-19 pandemic, children nowadays are enjoying playing alone with sophisticated technological devices, so they lose their sense of empathy, sympathy, and humanity. The form of digital artwork was chosen in order to reach the target audience, which are the people who are addicted to gadgets. This is intended to provide options for parents regarding what activities can be carried out to support the growth and development of their children.

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