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Style in 'Lukisan Kajian' Comparison 'Karya Lukisan Pengkaryaan' with 'Karya Lukisan Perakaan': Phenomenon Visualization

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ABSTRACT

This research explores production styles stroke line and pen hatching effects of free hand drawing in 3 Dimensional (3D) illustration drawing called *lukisan kajian*. The purpose of the study is to compare line hatching effects 'Garis stroke line' (gSLine) between the Art painting drawing called *lukisan pengkaryaan* with Architecture Graphic Presentation Drawing called *lukisan perakaan* in the study. Limitation of respondents from the artist's artistic and architectural illustration painter who actively works and produce a reference book or literature. Researchers studying the comparison (gSLine) among the five respondents who considered an expert in the study. Issues 'free hand' drawing that is not proportion and 'kejung' among students of art and architecture 'under-graduate' is often discussed in journals within and outside Malaysia started in 2007 to 2014. Methodology of these study through triangulation of observation, visual recordings and literature review. Phenomenon (gSLine) was analysed based on the elements of art: line, shape, form, texture and colour in creating 3D illustrations *lukisan kajian* in free hand style. The findings in the literature, find artistic work known as *lukisan pengkaryaan*. The paintings drawing by artist illustration graphics architecture, graphics known as 'lukisan perakaan'. The findings of the five respondents found that there are three differences (gSLine) between the two disciplines of visual art which is the *visual* (proportion), *emosi* (balanced) and *estetik* (emotional), which are summarized as (dVEE). Research findings found that 4 difference in the quality of the line drawings *lukisan perakaan*. The findings of the study were collected in order to produce a hybrid model of researchers 'Art + Architecture Graphic Presentation Drawing' (A + AGPD). The study used grounded theory in order to production model process (gSLine) in explaining the 'how' a 3D illustration *lukisan kajian* (dVEE) can be produced.

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INTRODUCTION

Art is the quality, production, or expression of what is beautiful, attracting more than ordinary interest (Zakaria, 2012). In the visual arts, awareness has been sought through the senses of sight and the development of visual thinking (Mayo, 2012; Preble, 1994). Concerned with the beauty of art (Md Nasir, 2013; Zakaria, 2013a). The architecture is concerned about the design of the space. The architecture is a combination of art, science and technology for the purpose of building a practical, aesthetic, and symbolic (D.K.Ching, 2003; Preble, 1994).

Education Development Plan (EDP) 2013-2015 outlines 11 agenda transformation plan. Teaching should be improved to produce students who are knowledgeable in practical work or 'hands-on'. This statement is in accordance with the education agenda should incorporate other disciplines that growing knowledge (Izmer, 2009).

In Malaysia, the issues are often discussed among drawing academics between disciplines of art and architecture. There is still a lack of studies address the issue of drawing objects realistic 3D illustrations and easy. Previous studies have noted that there is still room for researchers to develop a method or model to address this issue. To address this issue Haron & Mohamed, (2001) explains that the basic drawing techniques to be mastered by students of art and design. This statement is supported by Mayo, (2012) that the painting techniques can be improved if there is a simple method that is disclosed.

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The study began with a discussion of researchers' *garisan* stroke line (gSLine) or pen hatching effects include 'studio practice' scenario. The issue of 'how' or how to work with its visual, aesthetic and emotional (dVEE) among 'pengkarya' in the Malaysian art. Exploration style consultant to implement 'how' good of symbiosis or two disciplines explored with *lukisan kajian* style. The findings are synthesized a model of illustration 3D form from Art+ Architecture Graphic Presentation Drawing with *lukisan pengkaryaan* and *lukisan perekaan* style.

Problem Statement:

Based on research experience after teaching Polytechnic students in Malacca for more than 9 years, found that the students are treated as less skilled in painting using the technique of 'liberty'. According Adipranata *et al.*, (2006) added that students are influenced by the style and technique of painting during their school years.

The issue of low-skilled students to draw not a new issue in the education art system in Malaysia. Studies conducted from one year to the next year to address this issue. Nazli, Hamzah dan Salleh, (2013) and "Pembinaan Dan Penilaian Modul Pengajaran Teknik Mewarna Cat Air Subjek Pendidikan seni Visual Untuk Guru Bukan Opsyen ", by Kasran, (2012) is an effort to help address these issues. Earlier, in the year (2008) UiTM academics Azahar Harun, Haslinda Abd Razak, Ariff Ali,) administered survey of 110 people, which is mainly composed of students from the Faculty of Arts, student Digital Media Design, Fine Art and Photography. Issues related to potential of online media and online teaching yourself. Study shows that 75% of students watched, listened, and different than the topics being taught. Only 40% of students watched and listened. Haron & Mohamed, (2001) conducted a study to find ways to solve the online optimization sheltered for three-dimensional objects from two-dimensional line hidden.

Litratue Review:

Drawing is a technique in which an image is reflected, drawn on the surface flat. According to Ben-Shalom & Ganel, (2012), is a line drawing, ink, pen, pencil, crayon, charcoal and chalk as the main media. In the production of drawings can be made with any combination of paint, cleaning media and wet media, (Hamzah & Abdullah, 2012). This assertion is supported Potamianos, (2009) that the painting contains the soul and spiritual values that will enable the production of works of art that can be appreciated.

According to Ocvirk *et al.*, (2013), a work of art is divided into two parts, namely illustrations and the actual artwork. Illustration art involves drawing, painting, photography, printmaking, graphic design and other. Actual artwork including sculpture, architecture, metalwork, glass design, ceramics, fiber works, designs and other products. The painting consists of *lukisan pengkaryaan* are type of artistic masterpieces of painting, illustration and technical design drawings referred to as.

Ocvirk *et al.*, (2013) also argues that generally exist in a 2D image, height and width that can generate an illusion. Illustration drawing painting might even average, but can exist in 2D and 3D based illustration artist. Flat surface is where artists perform their images. Flat surface can also represent an imaginary reference plane in which the artist can create the illusion of space (D.K.Ching, 2009; Zakaria, 2013a).

D.K.Ching, (2003) share the opinion with Ocvirk *et al.*, (2013) that as a component of art, design refers to the wording and order of the whole work of art. Principles of art through the works of art is an arrangement of elements of art or design element. These elements consist of line, shape, form, texture and color to create an object in the form of illustrations and organic or geometric.

(DKChing, 2009) also holds the world's art work is led by people who have visual art skills naturally. Among the 'giveted' or natural skills great artists in the world as Leonardo da Vinci (1452-1519), Michelangelo Buonarroti (1475-1564), Rembrandt Harmenszoon van Rijn (1606-1669), JMW Turner (1775-1851) Pablo Picasso (1881-1973) and Claude Monet (1840-1926). Human history art has been discussed in the literature (Mitchell, 1995; Preble, 1994; Wahiza, 2011; Zakaria, 2013b).

The artists considered to have natural skills and painting, treating, and have multi-disciplinary work in several art disciplines including sculptors, architects, musicians, writers, sculptors and painters.

In 1920, the Bauhaus school attracted worldwide attention with the splendor of the arts as a leading knowledge center. Bahaus school arts academy has made this as a practice studio or academy formally. Expand the role of the Bauhaus school of fine arts such as drawing, painting and craft built on structured aesthetic craftsmanship and visual noise. School's mission is to improve the understanding, sensitivity to the arts community. Then the concern and sensitivity to the arts began to shift to an industrial society. This statement is discussed by Ockvirk *et al.*, (2013), and supported by Mohd Johari, (2013b); Preble, (1994). Bahaus school has pioneered the academic center of the art world, to open the eyes of the world to make the role of art in the world as social sciences more functional and can be learned.

In Malaysia, the art of being regarded as a mirror of reality. Influenced the development of art as early as 1930 the British colonial influence, migration of tourists and influence of arts education in Malaysia. Art is the artist's imagination is called work. Art can portray reality. More akin to reality, art is considered the better. This

referred to the interpretation mimetik by Zakaria, (2012). Mimetik interpretation comes from the word memesis popularized by Plato and Aristotal Western philosophers.

Mimetik interpretation is in relation to the visual arts in expressing feelings and emotions expressed by the arrangement of the lines appear, appearance, design, networking, space and color, and use principles of design to create unity in the composition of the work of (Saedah Siraj & Faridah Abdullah, 2005). This opinion was also discussed by Mohd.Fauzi Sedon, Tajul Shuhaizam Said, (2013) in his writing emotional and aesthetic due to the appreciation of works of art. Every artist has a style or brush strokes' stroke line of its own. According to the observations of researchers, artists face difficulty visualizing images of their works. Uncontrolled emotions transformed because of the experience and the aesthetic value of the artist at the time. Zakaria, (2013a) felt that the audience do matriarchal art appreciation their interpretation of 'art work' according to background knowledge level of enrichment terms of their art.

Md Nasir, (2013) in his writing, opinion and creating a work of art in painting aspect of life, religious and cultural economy. Imagery painting of the image based on three components, the conceptual and emotional. Image component in the production of valued audience results in visual form and colour. The conception of the work of art valued at the principal treatment in aesthetic arrangements. Then the third component of the emotion in a work of art will be evaluated based on the interaction swabs of color, line and effect relationship that is able to hear something to the audience. Constraints one of the three components, will make the painting less attractive to viewers in Malaysia, Abdullah, (2012).

Metodology:

This study used qualitative methods to approach modeling theory by Zakaria, (2012). This study uses the methodology of the study of literature, pemehatian, visual recording and analysis of the comparison and proper digestion of (gSLine) .. This study used qualitative methods to approach by modeling theory Kechot & Kahn, (2011).

5 respondents were selected based on the characteristics of two experts in the field of art. (*gSLine*) between the two disciplines of visual art which is the force (proportion), emotion (balanced) and aesthetic (pitched), which are summarized as (*dVEE*) were analyzed based on visual recording and analysis of the work conducted on the SME (Subject Matter Expert). The findings of the study were collected in order to produce a hybrid model of researchers 'Art + Architecture Graphic Presentation Drawing' (A + AGPD). Albert Bandura's theory of modeling and theoretical organic combination referred to in the production process of the development model produces (gSLine) quality in explaining the 'how' or how a 3D illustration and painting (*dVEE*) can be produced.

In the process of creating 3D objects manually illustrations, Hybrid Model Art + AGPD assimilated with the philosophy of design elements. According to Bandura Abert researchers, interdisciplinary and multi-disciplinary nature suitable for this research study. Model or process model are the main agents of social research to understand the theory, those who are imitated, methodologies and modeling techniques that are copied. According Kasran (2012), In the process of producing illustrations 3D objects manually, the process of replication is important.


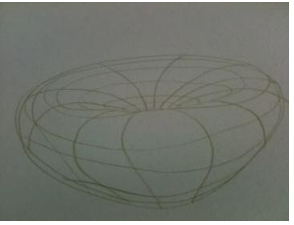
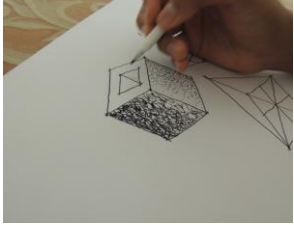
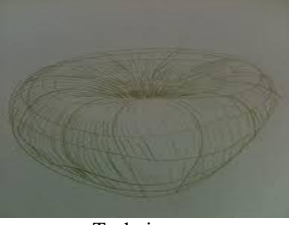
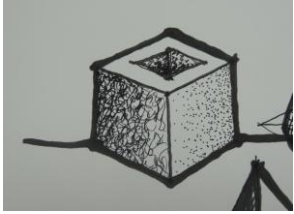

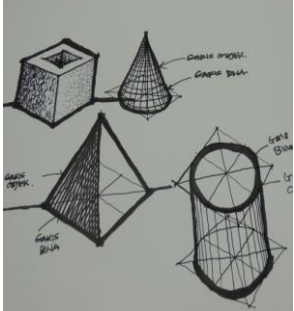
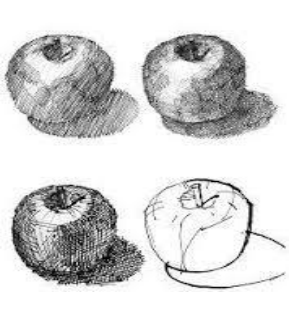
Under the hybrid model 'A + AGPD + C', the researchers concluded four steps mimicry, as discussed in Albert Bandura's theory based on grounded theory approach. The first step is to focus on the model. In this study, the consultant has drawn illustration shows drawing three-dimensional objects manually. The next step involves both memory storage and record keeping process is followed. Visual recordings, artistic and technical consultants have been recorded for record purposes. In the third step, the production of all information, behavior or skills that were rescued later released in the form of treatment. Motivation and reinforcement prompted to do any activity is the last step that was introduced. The study was compiled using a hybrid model of interactive courseware. Thus, the theoretical model through observation and modeling approaches, according to the study researchers, it is appropriate to overcome painting illustration of three dimensional objects manually among students. Agent model as a resource and model is a technique introduced in the synthetic process.

According to Zakaria, (2013a) theoretical model, a cross-disciplinary research is more likely to have a positive impact and unity in the artwork. Replication methods, theoretical models of fine art paintings and drawings presentation graphics architecture, which has assimilated the concept of an element in the design and construction of software design courses of instruction, using the ADDIE model. In the context of the Hybrid Model 'A + AGPD + C', between the three disciplines drawing techniques, have combined to see how students see the unity of the various fields of art and their relationships with other regions in terms of technique, style, and implications for future work art in Malaysia.

Finding:

The findings of the study were collected in order to produce a hybrid model of researchers 'Art + Architecture Graphic Presentation Drawing' (A + AGPD). Collecting data using grounded theory in the

production process model (gSLine) quality in explaining the 'how' or how a 3D illustration and painting (dVEE) can be produced.

gSLine <i>Lukisan Perakaan</i> (Architecture Illustration Drawing)	gSLine <i>Lukisan Pengkaryaan</i> (Fine Art)	Difference gSLine <i>Lukisan Perakaan</i> and <i>Lukisan Perakaan</i>
 <p>Medium; Felt Tip Pen and Art Line 0.6</p> <p>Techniques; Using Lines Build a frame object</p>	 <p>Medium; pencil</p> <p>Techniques; Free hand Sketching style</p>	<p><u><i>Lukisan Perakaan</i></u> How to get Quality of Line 1 Continuous line 2 Lines balanced in producing objects 3 Lines pitched 4 Lines 'profileline'</p> <p><u><i>Lukisan Perakaan</i></u> How to create the form 1 Lines are confident 2 Lines and color tones 3 Lines and strokes 4 Lines using color</p>
 <p>Techniques; Using construction lines to drawn the shape of the object</p>	 <p>Techniques; Using free hand rendering techniques for build the form</p>	<p><u><i>Lukisan Perakaan</i></u> Technique: Line as a reference for shade, illustration 3D object surface shapes.</p> <p><u><i>Lukisan Pengkaryaan</i></u> Technique: Used tone functional</p>
 <p>Techniques; Use Profile line techniques to clear the object</p>	 <p>Techniques; Free hand capture the light based on artist experience</p>	<p><u><i>Lukisan Perakaan</i></u> Technique: Profileline function to clear object, space, intensity of color and propotion.</p> <p><u><i>Lukisan Pengkaryaan</i></u> Technique: Placement of color, line and tone based on the observation based on experience and skill painter painting</p>
		<p>Collection of 3D illustration form</p>

Discussion And Conclusion:

The findings of this study can help other researchers, students, lecturers, and the community exploring to improving their understanding of the drawings independently. Study is to contribute to the 'how' or how a 3D illustration and painting (dVEE) in the field of architecture and development of painting techniques manually

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