Contemporary art issues: digital art in malaysia

Digital art started around 1952 in US when Ben F. Laposky produced Oscillon Number Four. Artist ever eager to bring forth something that beyond restriction of engineering and largely. creative person at that clip is computing machine coder because no in writing package was available at that clip. Herbert W. Franke. John Withney Sr. and Ben F. Laposky are one of the innovators in digital art. Ben Laposky has created foremost in writing image generated by an parallel machine. A mathematician and creative person from Iowa. he produced this image by utilizing manipulated electronic beam show across the fluorescent face of an oscilloscope's cathode-ray tubing and so recorded onto high-speed movie.

Malaysia Era of Digital Art

Digital art in Malaysia started in 1980's when Dr. Kamarudzaman Md Isa produce a ego potrait graphics tittled " Self potrait" (1984) utilizing BASIC Language scheduling. Then Ismail Zain appeared with " Al Rumi" . " Happy Birthday. Mr Parameswara" and " Alkesah" . He used to be recognized by his composing pulling illustration DOT: Detribalization of Tam binti Che Tom (1986) .

The first exhibition of electronic art were held in National Art Gallery in 1997 curated by Hasnol J Saidin and Niranjan Rajah to present digital art which create public consciousness about digital art development and impact towards art in this revolution and information epoch. Today. digital art is non merely for coder but besides for illustrator. in writing interior decorator and multimedia. thanks to development of in writing packages.

Issue Discussed

Issues of treatment here is about perceptual experience of society towards digital art which is the art of computing machine ; is digital art. art? This is a really interesting topic as society still underestimates of digital art as " easy to produce" and " have less reliable and aesthetic value" . As people ever think that Figure 1 is a picture. hence it is produce utilizing computing machine package and added a manus touch as coating. It is clearly stated that value of art would be more appreciate by its audience if it been produced utilizing the traditional method which is hand-painting.

Digital art or computing machine art been inquiry due to originality. hallmark. ownership. tangibleness and length of service of the graphics. Make these factors make a large difference towards art that green goods by computing machine? Cited from Davis ; 341. " We still bid wildly at auctions and employ ground forcess of bookmans to happen the " original. " the " authentic" chef-d'oeuvre. " [1] But Beardsley ; 232 proposed that graphics is something produced with purpose of giving it the capacity to fulfill the aesthetic involvement. This statement proves that every graphics that contains aesthetic involvement is art.

The lone difference is computing machine act as tools to ease creative person in produce their graphics. Popper ; 78 says that " For some creative persons the computing machine is merely a design tool. For other it is agencies of fiction ; and for yet others. the computing machine is used because it possesses capablenesss correspondent to human rational procedures and may even be considered as a originative entity in its ain right. " [2] Still. audience uplifts the romanticism value towards giving art grasp in produced graphicss. As computing machine really could continue

the graphics. reliable value been inquiry by audience shows that rejection of the thought to overhaul the art civilization.

Focus of Discussion

We are discoursing about digital art which carry futuristic and high engineering characteristic in design. Combination of picture taking and art in digital art produce surrealism and realistic individuality. Image use was popular back in early of digital art Begin and really " graphic" . Hence. it develops to go more artistic in order to dispute computing machine plan in making something new.

The credence of digital graphics is really priceless on Malaysia due to our audience which more towards conventional art. Dr. Kamarudzaman propose that romantic value syndrome still appears in local audience position. Would you purchase a jutting image on the wall? The reply would be no and this show that we still need " frame" in order to appreciate graphics value.

How does computing machine art plants? The expression would be input. computing machine system as tools and end product as concluding graphics. Digital art besides being define as art in which information is translated for usage by computing machine. Computer art non merely broaden the boundary line of art by range over restriction. but cited from Molnar it besides can promote the head to work in new ways (Popper: 80) . Therefore. it is up to audience to make up one's mind does digital art contain the same value as conventional art. Even though the difference is merely usage of tools. but impact and credence of digital art in Malaysia is still far off from society credence.

Area of Interest

First digital graphics which produces by Dr. Kamarudzaman shows that digital art is really interesting in making and manipulate ordinary images and do it as work of art. Restriction of computing machine ability is a challenge for creative person to make something beyond. For illustration commodore 64 merely available with 64k memory. and attach to telecasting for image show. Some of creative person like Ismail Zain. Hasnul J Saidon and Niranjan Rajah are largely interested in digital art. Hasnul J Saidon still active giving talks and making research in new media art scene in South East Asia part. But largely artist in US are more beforehand in use of computing machine to bring forth graphics.

Example. creative person like Boreham (1974) has made usage of electronic media in making synthesized sound for his electro-acoustic composing. every bit good as computing machine engineering in his in writing work. in such manner that the audience is stimulated to travel beyond the simple consequences exhibited and imagines new possibilities. both proficient and artistic. The work like Roger Coquart. Jeremy Gardiner. Kammerer-Luka. Joan Truckenbrod. Margot Lovejoy. Jean-Pierre Yvaral and John Pearson besides fits into fixed computing machine works on traditional supports.

Analysis of Artwork

Artwork of Hasnul J Saidon Kdek! Kdek! Ong display an image of toad and tempurung is one of sinical thought to state audience that information and tecnology should non be abandone. Even though art is about originality.

digital art besides have the same individuality that non differenciate digital and conventional art. Combination of computing machine and conventional graphics is really attractive yet delivers the message really clearly. Use of blending ruddy. green and bluish coloring material in this graphics shows the feeling of anxiousness and unclearly ideas which is really primary and leads to rejection of new thought and engineering. Tempurung were design as a platform to stand for the society and their thought still on the underside. no advancement go on where as the toad in the screen (which already accepting the new thought) is already out of tempurung and remain on the top of the remainder.

Decision

Decision can be made through observation and it show that deficiency of cognition. rejection of new thought and romantic value are still the chief point of audience in Malaysia did non accepting digital art as an art with value. We still insist the conservative manner of art in order to give value of an graphics. Hence picture taking and picture is accepted as an art. digital art is still make their succes in another platform like broadcast medium or movie but non in art community itself.