

Creating Digital Photographic Painting Arts

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Abstract—This paper presents the basic concept which is inspired philosophically to implement the art-based method that has a broader and more practical term to equip and help, to practice and learn the research. At a recent time, mastering the digital photography has become a part of learning that has an interesting side. Mastering the software to create the digital photo helps a lot to develop students' creativities. For that reason, the art department should put in the material of creating art photography that is one of the materials to be used for equipping students' skills in painting art field. An interesting problem to be considered is creating a digital photography painting art that has an artistic value in order to serve the needs in the education world. The way of creating a digital photography painting art is set so easy that it helps those who are eager to create a digital photography painting art. The development ideas of creation, imaginative, creative and interpretative need some pictures that are already ready to ease creating more easily to embody digital painting artwork. The process of creating the digital painting artwork needs such software like Adobe Photoshop to adjust the works. This software has more specific editing features that are very helpful for creator to make a work that has the similarity of painting artwork. The embodiment of painting art realistically, impressionistically, expressionistically to the abstract work can be made by photography learning. The form of the creation results an amazing painting artwork that has the same form like the professional painting artworks.

Keywords—*painting artwork; photograph; digital*

I. INTRODUCTION

The digital photography technique has developed in time along with the technological needs of learning; one of those is adjusting the speed, aperture, ISO, and white balance. The outdoor technique only depends on the sunlight intensity. If the light intensity is inadequate, the way to create photography is adjusting the ISO, aperture, and speed, while the indoor technique has a different way of that outdoor. It is because the indoor photography technique relies on the light's adjustment that agrees with the direction and amount. Therefore, capturing indoor can possibly make a light-effect based as desired.

The result of shooting an image can be changed into a digital imaging. All the pictures saved in the computer can be changed into a visual data. All the saved images can be used to all purposes that have a connection with pictures. The data saved is not only for the good pictures or images, but it can possibly apply in the unsuccessful results of images that can be developed into a new different form of images. The images

utilizing will be useful to support students' skill in an attempt to develop the photography artwork idea that is commonly known as image digital or digital photography.

The important aspect in learning digital photography is to achieve the good images either visually that based on the subject composition, color or lighting, center point and sharpness. It is often found that the result of capturing image is not balance, hence it needs to fix by doing re-capturing or simply fixing it through editing by using specific computer program. For that reason, the basic knowledge for photography editing to develop creativity is highly needed. It is to support students' skills in attempt of serving the all needs of citizen that has something to do with digital photography.

The urgent needs which are needed to improve the knowledge include poster service, digital comic photography, magazine, and card, to the pure field of artwork. Those skills are importantly needed in the field of digital photography editing. At least, in industrial, service and trading field digital photography editing is needed to market the product and the companies' marketing profile

II. THEORETICAL FRAMEWORK

The digital photography editing skill can be categorized into two parts, namely beginner level and expert level.

A. Beginner Level

The first group is beginner which has a shooting skill with a good standard composition, however the color and lightning is insufficient. This group's result of capturing image can be fixed by sharpening the color and lighten adjustment level.



Fig. 1. (Adjustments Level of Color and Light Intensity).

If the composition is not balance, the way to fix it is by doing various ways, like doing cropping to achieve the balance

composition and fix the structure by deleting some unimportant parts



Fig 2. (Cropping and Deleting Unwanted Parts)

The learning goal here is how to analyze the digital photography needs to paint in order the image can be used as a good and visually meaningful image. The digital photography which is done by computer will result visual image with different possibility.

B. Expert Level

The next group is expert level. They are a group of students who master the editing techniques which is supported by the creativities in the photography field. The supporting skill techniques include *image adjustment*, *eraser*, and *coloring*. Not only those skills, but also they are able to apart the photography's subject and are able to arrange a different new appearance.

The skill includes how to adjust the composition, color, size, point of interest and different effect so that the result will have an artistic point of view, unique expressive and creative.



Fig 3. (Structure Editing)

An image with a single subject tend to be edited with various editing way, start from adjusting the composition, color, *cropping*, *adjustment level*, *eraser* and so on. It will result the specific visual form. This thing can be the characteristic of each editor.



Fig. 4. (Editing a Single Subject Image)

An already captured single subject with various positions can be combined into another different subject. This skill supports the creativity in term of artworks imagination, so that the visual appearance will look a new different form and contains meaning, story, symbol and visual message.



Fig. 5. (The Image that Contains Meaning and Visual Story)

Fig. 5 shows argument comparison that employs deep thinking process. The digital photography's appearance needs such visual development argumentation to tell the visual message throughout its pictures.

C. Creating

Creating in Indonesian dictionary means centralize the idea to create something. To make good artworks, one needs fantasy. The skill to create a beautiful artwork needs such strong fantasy. Those who can summon the idea or thought are artists. An artist is able to create a fantasy to become real. Although everybody is able to have such fantasy, an artist is more able to have it emerged.

D. Creativity

Creativity is creating something differently from the previous creation of image, or it can be said as something new. Eleni Sefertzi stated as quoted in Boden [1] that *Creativity "is a fundamental feature of human intelligence in general. It is grounded in everyday capacities such as the association of ideas, reminding, perception, analogical thinking, searching a structured problem-space, and reflecting self-criticism. It involves not only a cognitive dimension (the generation of new ideas) but also motivation and emotion, and is closely linked to cultural context and personality factors."*

The goal of visual learning is supported by learning processes, knowledge, thinking ability, and visual expression. The result of successful learning will support the students' basic skill in photography artwork field so that gained knowledge can be used to fulfill the needs in all aspect or field that has relation with learning technology in digital photography painting artwork.

E. Creative Processes

Learning by employing a creative process helps artisan to gain such knowledge, apply the knowledge and be competent in artwork. The use of creative processes is linked with the use of critical analyzing process in all aspect of artwork curriculum. Students are working to gain those three aspects aforementioned above.

Creativity involves invention and new assimilation of thinking and is integrated with the knowledge. Creativity is such important aspect to form an innovation. Sometimes, the creative process requires some question than simply find

answer for something. This issue is paradoxical that employs of both intended spontaneity and focused effort. Creativity doesn't happen in an empty-spaced. Creating an artwork is a process that needs creativity and good skill and is able to be used with establishing such condition that support and promote the development. Lecturers should be aware that learning situation they create can influence the characteristic from the learning itself. A conducive learning setting for creativity is indicated by curiously asking students with alternative ideas and be brave to take risks.

The creative process consists of several steps; challenging and giving inspiration; imagining and creating; planning and focusing; exploring and experimenting; creating works; revising and purifying; providing and acting; reflecting and evaluating.

The most standard editing technique in photography is cropping. It is firstly done by choosing an image, cropping the subject, changing color and lightning it. Editing technique that is supported by the creativity in photography field namely *image adjustment*, *eraser*, and *coloring*, they are done by separating the subjects. The next editing process results a creative artwork with various possibility. This creative possibility depends on the editors' characteristics.

To achieve the standard artistic composition, one should use a single subject and it can also be employed to more than one subject to the uncountable one. The most important thing in editing process is the ability to set the subject's composition, color, and the effect chosen.

F. Perception

In order to deal with the visual term, our brain can do such observation to gather and process the gained information through our sense namely smelling, touching, hearing, feeling and vision. Visual perception is one important process and is not as the passive record from something we can see. It is only from what we can feel directly from our visual system; meanwhile the rest is the result of interpretation that can be stated as intellectuality.

The accepting and analyzing the visual data are parts of cases that are inseparable; they combine the way of creating that is commonly said as visual perception. Perception aims to selective purposes. Selectivity from visual perception highly depends on the difference between notice and visual searching. The first involves vocalization in the important aspect from visual sector and the edge of visual sector. Both involve the process to connect some fixation to the same visual part to enable more detail exploration. The integration from the all fixation is the direct process and is instinctive to create a vision from a picture.

III. LEARNING METHOD

A. Photography Learning Processes

The optimal learning needs relevant thinking that suits to educational goal. Transferring knowledge need such exact design that go well with the governance ability and the students' need. Therefore, the learning process need to be arranged completely starting from indicator formulating, the

content of the material, method choosing, media determining should be exactly measured thoroughly. Closing the learning process should be measured in accordance with the standard learning goal. The learning process of digital photography refers to the model of ADDIE (Analyze, Design, Development, Implement and Evaluation) [2].

First of all, the learning process need opening that is usually called as *turn-in*. This term in Indonesia sometimes called as *aperception* that function to leads the students' mind to focus on the delivered lesson in the classroom.

Secondly, stating the learning indicator based on the need analysis that are complemented with the reference book used to achieve the learning objectives

Thirdly, the process of choosing the learning material that is designed in accordance with the set target of indicators in sequence based on the categories from the easiest level to the more difficult one. This part employs the revised bloom taxonomy written by Anderson and Krathwhl [3], pervading remembering, understanding, applying, analyzing, evaluating, and creating.

Fourthly is the assessment. It is done by setting up the standard questions that suits to the already learnt material.

Fifthly is the closing of the learning process. This part deals with giving task and discussing the next materials.

The complete learning design is presented in the Fig. 6 as follows:

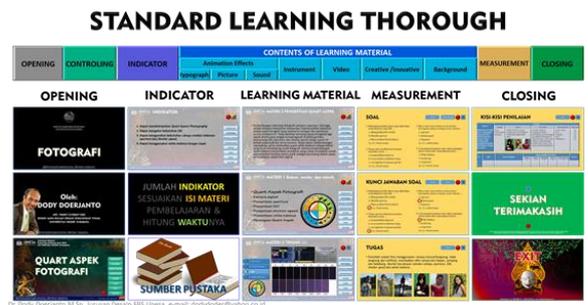


Fig. 6. (Complete learning design)

To fulfill the process of learning, learning component is needed. Those components in the learning process includes the learning goal, material, method, and evaluation as presented in the Fig. 7.

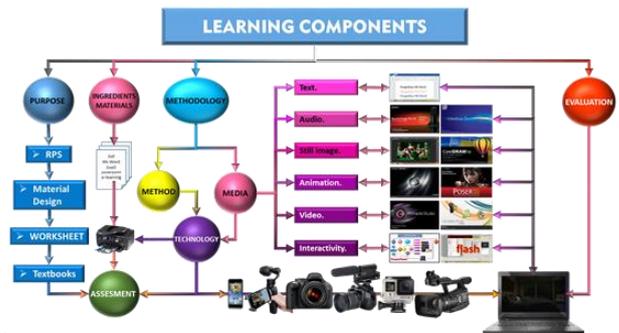


Fig. 7. (Learning Components)

B. Critical Analysis Process

Critical analysis is the central process in all academic fields. The process of critical analysis involves critical thinking, and critical thinking of implicit question, evaluating, making rational assessment, finding the logic and categorizing.

Critical thinking also needs open minded toward the other point of view and various expression and creative medium.

All people think differently based on their point of view, and our view about our world and our live experience informs us about the artworks.

Students are required to know that artwork is not created in the empty room; indeed they reflect the personal context, social, as well as history from the artist. This issue is due to artwork which is created by the professional artist and by the students of university.

The process to help students finding solution of the problem doesn't always tend to articulate and fix their thinking, but it is also done by seeing how they find the problem solved in different perspective.

The descriptive feedback to students for their work can be employed in all stages of creative processes and it is able to do peer assessing and lecture assessing in the attempt of creating process.

Lecturers in this case can set the learning stage to give the critical analysis and opinion by creating a positive learning environment. It is done to convince students to feel free to do experiment with the new approach or alternative and other ideas. This is a good chance to remind the students that every person has their own perspective in responding the same artworks.

Every person brought their own cultural certain perspective and personal unique history to learn the experience in learning art. Commenting on arts is the part of the process of invention. Students who are lack of certain background information need to have a backing up about artworks, the history of art, or contemporary practical arts, their own life experience, intuition, ideas, and the ability to do critical and creative thinking that are the basic important and relevant aspect from their interaction with the artworks from any field of artworks.

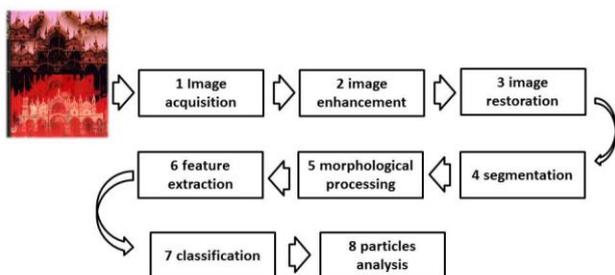


Fig. 8. (Creating Process)

C. Using Mask

Masking in the Photo-Plus is little bit complicated than simply done applying cellophane tape in the screen. The basic concepts; however has the same Principe with the Adobe Photoshop where we can hide certain parts from images, in this case, to make transparency or even unseen at all. To perform that, we make Mask to the non-background layer.

In the Serif Photo-Plus X4 (*Layers and Masks, 31*)[4], it is explained that *If you're accustomed to thinking of pictures as flat illustrations in books, or as photographic prints, the concept of image layers may take some getting used to. In fact, layers are hardly unique to electronic images. The emulsion of photographic film has separate layers, each sensitive to a different color—and we've all noticed multiple-image depth effects like store window reflections or mirrored interiors. There is still something magical about being able to build up an image in a series of planes, like sheets of electronic glass, each of which can vary in transparency and interact with the layers below to produce exciting new images and colors.*

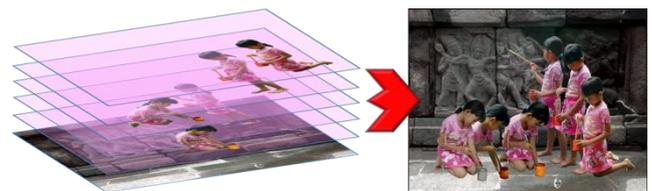


Fig. 9. (Using Layer)

There are three basic steps in using the mask; 1. Make the basic mask, 2. Edit the mask to make a "preview" for the layer, 3. Combine the mask with the layer to make the permanent changing, or deleting the mask without applying the changing.

D. Data analysis

The data analysis is basically done continuously from the data gathering of data image to the end of creating. This is done to fix the error data possibility or the lack of data.

Based on Bogdan and Taylor [5] data analysis is the process that needs such informal effort to identify themes and arrange the ideas that are displayed by the data, as well as effort to show that the theme is supported by the data.

Persistent observation is the upcoming observation that is done continuously and persistently. The data sources in the form of digital photography image will be searched as complete as possible in order to answer the imaging formulation completely in term of specific and general term, but still not moving from the focus of creation.

E. Creation Stages.

To facilitate the creation, the stage below can be used as guidance. It is depicted as in the following:

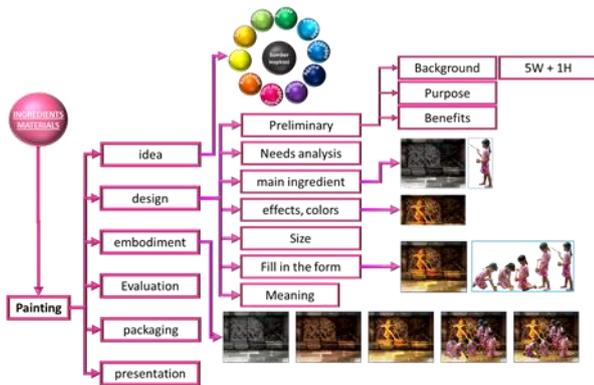


Fig. 10. (Diagram of Painting Processes)

IV. THE RESULT OF CREATION

Referring to the aesthetical characteristic, the basic knowledge begins to intersect with the characteristics used in the visual system of literature development. This thing needs a clear detail in order the result to be meaningful. The embodiment of the creation is presented in Fig. 11.



Fig. 11. (Coloring the Temple's Wall)

Aesthetical characteristic consist of two important parts that are intersect each other. The first part is the foundation of design knowledge and the second is the photographic characteristics. Both of them are implemented to the creation of digital image throughout the digital editing photographic effects. The result in this part is presented as follow:

A. The Acquisition of the Visual Design Knowledge Foundation

The basic knowledge of visual designing to create a digital image consist of the aesthetical characteristic, functional characteristics, the ability to analyze image, the basic photography knowledge, implementing the basic knowledge of practical photography, and implementing the basic knowledge toward the digital painting artworks. The measuring result of the basic knowledge based on photography is presented in the Table I.

TABLE I. BASIC KNOWLEDGE

No.	Group	Element type	Average	Percentage
1.	Visual Development	Visual elements	88.10	22%
		Visual principles	85.80	22%
		Factor visual composition	68.53	18%
2.	System Development	Functional development	44.35	11%
		Development of user	71.97	18%
		Owner outcome value	33.27	9%

B. Design qualification

The design qualification measurement of painting arts creation can be done in several design principals as well as the process of digital image creation. The process of creative recording can be sustainably observed in detail through video tutorial. The following are the finding in the creation process, the artwork is measured based on the standard quality in Fig. 12.

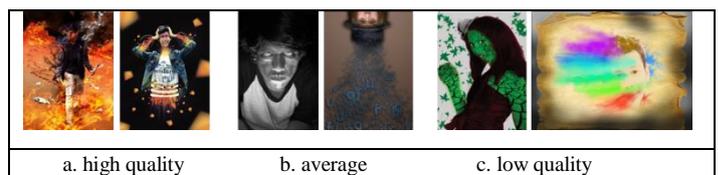


Fig. 12. (Group of Digital Image Quality)

C. The Content of Digital Image Form

There are six types of the painting art creative presentation in the learning; they are shape of the field, object, geometry, nature, animals, and plantation. In order to ease in reading digital image, there are two important aspects form of explicit and implicit (Fig. 13). The explicit form is used directly into one frontal subject, while implicit uses separately. In term of semiotic, form is the feature of "sign" of connotatively and denotatively.



Fig. 13. (Group of Explicit and Implicit Images)

D. The Typology of Art Design

The result of the other typological creation involves several features like fire, wings, yin and yang, crack, rainbow, gothic and imagination. The form of typology is presented in Table II.

TABLE II. TYPOLOGY WORKS ARTS

No.	Typology of design	Average	Percentage
1.	Fire	8	15%
2.	Wing	6	11%
3.	Yin & Yang	4	7%
4.	Cracked	10	19%
5.	Rainbow	3	6%
6.	Gothic	18	33%
7.	Imagination	5	9%
	The total amount	54	

ACKNOWLEDGMENT

The process of digital image analysis, involves the basic knowledge that imagine visual design, visual form that indirectly in the digital camera, visual content used, and understand the meaning of the message in the digital image. The theoretical frameworks need to be developed continuously and gradually to help students in improving the digital photography quality creation. The typology will develop following the knowledge to improve the students' creativity.

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