

# The Arts and Humanities

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**THE ARTS AND HUMANITIES**

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The world of Visual Arts developed basically from the practice of art creation. From the practice of art creation, the method is increasingly advanced, revealed new concepts and approaches in art creation that are unique. Certainly from the work of the artists and designers, will later arise theories that support the process of new art creations. The studies of Arts appeared after the Art itself created. After there are works, a study of the works or the process of artwork is carried out. There is a need to introduce the arts to the wider community, bridging the gap between the expressions complexities of the artists and people's appreciation. There are also interests of the education field to pass on the knowledge to students or develop new approaches in art education. This understanding of the visual perspectives will also support other sociocultural research. Earlier studies on Visual Arts are generally carried out in the framework of History, and Art Criticism. As the sciences of humanities increasingly developed, the nature and form of art studies became more varied, becoming more interdisciplinary. The study of Visual Arts and Design may involve an analysis of contemporary culture, the media, and society. The cultural activities produce images that are important in understanding the dynamics of society. This special issue, "The Arts and Humanities" covering research topics in the field of Visual Arts and Design, encompasses a diverse range in Visual Art and Design study areas as well as different objectives of the writings. Written by scholars that also practitioners in the field of Visual Arts and Design from a variety of disciplines, the creative and critical research findings problematize critical issues based on art practices, policies, productions, and the aesthetic aspect of the art itself.

Most of the topics discussed the fields of "science" which had formally been part of the discourse disciplines in Visual arts schools: Fine Arts, Design, and Crafts, while two of them explored issues in visual culture context that were part of the performing arts and culinary arts. These varied research topics and approaches show the many interests in Visual arts studies, especially in Indonesia.

Madia Patra Ismar (2020) with Rayahu Pertiwi (2020) discussed the artistic gaze of two Papuan choreographers; Visual Perspectives Rooted in the Oral Traditions of the Kamoro and Asmat Tribe. Those choreographers based their work on their traditional roots and the choice of visuals and dramatic bodily expressions created by them was based on their deeply ingrained roots as indigenous Papuans. Sonya Indriati Sondakh (2020), realized that when food is served in high-end premises or special places for tourism purpose, the visual aspects become an interesting marker to read. She explores the visual perception in Indonesian food, discusses the negotiation of the visual and gustatory perception.

The following three articles select topics around textiles and fashion works, with a gender perspective on the discussion. Lucky Wijayanti (2020) has done research on the resilience of Sasak women. This research concludes that art activities functioned as a 'liberation room' for Sasak women to express themselves. Adlien Fadlia (2020) researched the tradition of making batik in the Rifa'iyah community in the village of Kalipucang Wetan, Batang, Central Java. Batik with a characteristic motif of the Rifa'iyah can be sustainable until now because of the role of women in regenerating batik skills. Mangesti Rahayu (2020) also explored the clothing custom in Indonesia. She found that hijab is also part of the Muslim warriors identities in the era of Indonesia independence struggle. Hijab also had its role in fighting for the dignity of women at that time.

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Ehwan Kurniawan (2020) interests in Animation bring him to research on Si Juki, a cartoon character that is very popular today. The focus is on the intellectual property's right of Si Juki when it was adapted into Animation. Also research in animation art, Yudi Amboro (2020) with Adityayoga (2020) researched the character gestures comparison on two Timun Mas animation films, the first by Suyadi and the second by Bening Studio. Yudi Amboro and Adityayoga describe how the designs of characters in both versions are manifested with different approaches. Also in a comparative approach, Iwan Gunawan (2020) presents work from a senior comic artist R.A. Kosasih: "Mahabharata". The first comic book was made in 1955 and the second in 1975. The changes showed the mastery of R.A. Kosasih in adapting his style in different contexts.

Lifestyles and its impact on urban space settings are discussed on Sri Fariyanti Pane (2020) and Ardianti Permata Ayu (2020) with Danny Sulisty (2020). Sri Fariyanti Pane presents analysis on the bathing habits and lifestyles that manifested from bathroom designs. The bathroom and toilet designs of the urban community are different from the design for the rural community, as it is also become a marker of one's social status. Ardianti Permata Ayu and Danny Sulisty, detected that there is a shift in the articulation of urban society's working space. They focused on the shifting in working spaces, from conventional offices to co-working spaces as a needs facility (functionally) and how the co-working space design model later becomes a trend in conventional office designing.

Next, still related to the discussion on the meaning of spaces, Indah Tjahjawulan (2020) and Ika Yuni Purnama (2020) researched exhibition space and museums. Indah Tjahjawulan, using a cultural studies approach researched the design of the World Expo exhibition, how displayed objects in the pavilions of Indonesia at the 1986-1992 World Expo were actually representations of the new order's ideology. Ika Yuni Purnama explained the concept of A.A Maramis building. It's three floors building that represents the development of Indonesian architecture in the early 19<sup>th</sup> century. Her research uses interdisciplinary approaches, including a historical and aesthetic approach.

These two researches, from Tri Aru Wiratno (2020) and Citra Smara Dewi (2020), discussed important aspects behind the problem of visual images that displayed in its own public spaces. Tri Aru focused on mural painting in the Inpatient Room of Fatmawati Hospital. He views the mural as a model of Instrumenta art works that aims and serves as the beauty of a child's inpatient room to further provide calm, coolness and peace to the pediatric inpatients. Citra Smara Dewi discussed the cultural policy and the rise of multiculturalism that represented in Visual arts exhibitions in the National Gallery of Indonesia (GNI). She limited her research on Indonesian Art Exhibition, "Pameran Seni Rupa Nusantara" (PSRN) in the 2000s. PSRN exhibition is one of the important programs of GNI because it gives space to the artists of the archipelago - not just Java and Bali - to present works of modern-contemporary art rooted in local wisdom.

This special issue: "The Arts and Humanities" analyzed the problems from a variety of approaches. It shows how works of art and other cultural objects related reflected the dynamic of our everyday lives. Behind the artifacts discussed lay varied problems: gender, politics, mental health, creativity, media, rights, lifestyles, etc. The analysis given helped us clarify not only the Art itself but increase the understanding of the context also. The deepening of the problem of art itself will make us more familiar with the visual representation system used by artists and designers.

# The Arts and Humanities

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