

“Grins Over the Cloaked Face”



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Abstract

Since the creators made the entertainment media characters with feelings, creative imagination, and contemporary ideas, they mainly created them with characteristics that powerfully attract attention from the audience. However, most of the topics in their story are harsh and include profanities. The provocative and violent events happening through the imaginary characters and their behavior are greatly influencing the perception of children nowadays. Moreover, the characters' behaviors are very captivating and are amenable for the viewers. Those actions impact on the growth, way of thinking and well-being. As well as these produce harsh and aggressive children and young adults particularly through imitating the characters from entertainment media.

I would like to reflect on such problems and the underlying assumptions that the characters from the cartoon shows have behavioral impact. Mostly these are negative values which destroy the morals more than enhancing virtue. Through creative process - mixed media painting technique, I would like to present the issue using this language to communicate with viewers. I would like to convey my personal criticism and encourage viewers to participate in the recognition of the said issue that was forming quietly. It affects children and young adults who will be the future of the nation.

Background

Today's social and environmental conditions have psychological impact on human being. They are creating social development tension because of the continuous and rapid technology advancement. However, people generally depend on technology for convenience and for leisure activities like movies, TV, video games, and computer.

Due to the power of technology in creating captivating dimensional illusion, dream and imagination came true. People became amenable and agreeable to accept the illusion that appears in front of them. This is despite of its barbaric and violent subjects and even if the image shows only severe aggression.

Although people make 'critical' judgment, decisions might go wrong if it is merely based on the deception presented by technologies. It resembles an event as a real human thing in an actual situation. The realism in false sense of human obsessions is unconsciously amenable to human, and it can also be experience with these placebos. While almost every person needs this, this also caused people to become violent. In contrary to good morals, aggressive cultural values are results of poor or no contemplation on media technology results. These affect especially the youth, who have less maturity, qualification and experience. The influence of media technology causes deviant behavior of the youth. Apparently, these negative outcomes emerge until they become problems of the society as a whole.

My painting would like to reflect on the negative effects that the media and technology bring to the human mind and emotions. I have chosen to use the mixed media painting to convey the aftermath of the development of technology communication systems. Using the shape and form from entertainment and media technology; I adapted, changed, added more details and created an art work on my own style. This is also to match the concept and story that I wanted to express using real materials and to be symbol of technology that will allow me to accomplish my goals.

Problem Statement/ Statement Significance

In this era of globalization, the technology development is so fast and advance that anything can be virtually transformed into reality to meet the need and convenience as far as the human breath. For the most part, technology is an indispensable factor. Although today's world is materially comfortable, this comfort might lead to difficulties in life, especially to the urban society with higher technological progress. The Internet network has faster access to people that makes life highly competitive. The people are required to be technologically literate since it moves forward every second.

The society is living in a progress and material world - the pollution of the environment, global warming, the condition of urgency, the race against time, the family use of modern technology to assist in the conversation with their children. For this reason, communication technology, computer video games, and animation films have come to

influence and rule the youth and even adults themselves. The pleasure and entertainment must be redeemed with consequences that are not always desirable. This entertainment includes imaginary characters that are endowed with contemporary creative design that can appeal and charm the viewers. The concept presentation, content, or story represents violence which unleashed enjoyment and excitement from the behavior of the characters. These feelings may be due to fighting, persecution, murder and killing which greatly influence human perception, especially children and young people. These also persuade them to feel submissive with those actions and will sternly impact on ideas, imagination, well-being and character building. An example of this is aggression, mood swings or use of violence to solve and end a problem. All of these are arising from or based on a fictional character from the imagination and creative design in the modern era.

I would like to reflect on the said issue by citing fictional characters and their characteristics and behaviors which impact negatively on building values and destroy the good morals more than promote virtue. By presenting through creative art painting and mixed techniques, I would like to use this language to communicate with the viewers. I would like to express my personal criticism and urge viewers to recognize the problems that affect children and young adults.

Objective / Aim

The content of this mixed media painting is to convey ideas and feelings on entertainment media which includes characters from video games and movies. Moreover, the objective is to create work of mixed media painting that is unique in the subject matter and style, techniques and the use of materials. Another important aim is to reflect the influence of media technologies that negatively affects the state of mind, emotion, ideas, culture and good morals of society.

Methodology

In this piece of art I would present a mixed media painting using the techniques of drawing, painting and designing to create forms and shapes. It is also combined with the real material to create volume like in sculpture and to create my own distinctive art work.

Conclusion and Significance

Working in this project is a training to do system in creativity starting from defining the topic/purpose. The concept and scope are certainly stated and the steps are followed to reach the preset aim. The success will be a basis for my future creative work.



"Grins over the Cloaked Face" mixed media painting 123 x 280 CM

Bibliography

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