IMPORTANCE OF DRAWING AND PAINTING IN THE RAISE OF DIGITAL AGE

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Abstract: Creative design lies on the shoulders of art along with science. The artistic skills and techniques are very much essential for the students to become design professionals applied art and architecture in specific. Equip the students with digital skills and to make use of the best out of it. Conventional, contemporary artistic tools and talent skills play a vital role in the emerging digital culture. Stystamised drawing education is necessary for improving the visualisation and design output of a designer. This should be exposed and experienced at the entry level of art, architecture and design courses. The objective of this article is to represent the visualised ideas on some material in the form of layout, colours, composition for better communication, so that the end user will understand and use it effectively. Creativity of the individuals and the ideas can be flourished more by using computers as a technical tool along with manual sketching skills. This helps the students to analyse deeper and come out with better solutions. Important to note disciplined freedom in creating drawings and colours can discover their possibilities and requirements, feel happier and proud of their work.

Keywords: drawing, visualisation, creativity, art, design

I. INTRODUCION

In the raise of digital age the student's imagination were narrowed to digital culture than the true creative ideas. There are peoples constantly search for new ideas. Work shops' were conducted to inculcate the culture of improving the sketching and drawing intelligence. A simple drawing with more powerful meanings of a concept will register in the mind for a long time (Juchniewicz 2009: 131). The digital images will register less in the minds. On the other side sketching while travelling creates the strong impression and dynamic movements of seen visuals qualities were captured. It provides a chance to improve the drawing skills and sharpen it for better communication. The widespread usage of computers for designing is a real challenge for drawing skills to find new ways of representations of visuals more meaningfully. Digital medium is helpful for three dimensional images whereas the direct dialog is rich in the sketching and drawings even though it is laborious and requires more patience was said by Le Corbusier. In near feature in the field of applied art like designers and architects will axis images browsing from the digital library. More over digital modes helps the creator and it will stimulate the creator to imagine further. However it is right time to search for the individual identity to break the monotonous type of drawing.

II. DRAWING, SKETCHING, PAINTING AND DIGITAL CULTURE

It is important to note how to use and manage the digital medium as tool to create drawings effectively to bring out the intended idea more fully. Pencil is the comfortable medium with less technological advantage to represent thoughts. Sketches are the windows of a designers mind (Smith 2008:133), which shares to express thoughts faster. The sketches have advantages like multiple interpretations. While sketching one may observe from nature, learning happens through vision and understands the reality. It is essential to communicate the intended ideas through drawings without over powering the artistic qualities so that the end user will understand clearly. In this context one may feel digital 3D sketches are more useful whereas it loses the true value of free hand touch, as a result of its high precision. Correction, editing, perspectives and views are quite possibilities in the computers and exhibits a mechanised way of communication. Drawing and painting showcases a poetic way on its own and expresses the uniqueness and close to reality.

Observation, discovering the existing with an intended ideas and transforming on to some surface are the artistic qualities (Siomkajło 2001: 6). In the learning of drawing synthesis and analytical process has to be explored. First one is to reach the basics through the geometry; the other is to get the totality what is intended. In this perspective is start of a drawing not a point of reaching what was seen (Gajewski 2001: 52). A nice composition should have the background and foreground to engage the activities on space for the better interpretations. It is important to note disciplined freedom in creating drawings and colours can discover their possibilities and requirements, feel happier and proud of their work. Here the images stored in the mind and the visualization flourishes out of it.

III. WORKSHOP ON DRAWING AND PAINTING:

1.   **Synthesis of a grown tree:** Initially realistic sketches were drawn by the students by observing the tree from nature and simplified with geometrical forms then graphical representations with few lines were drawn without losing the character of the

tree were experienced in figure 1.

2. **Floral design:** This is drawn to explore and learn the rhythm of lines scale, proportion, texture and interactive visual space. To understand the compositional values and repetitions more functionally. Keeping the complex design with clarity by simplification and balance were experienced in figure 2.

3. **Analytical composition:** The observations from nature and the non verbal qualities of a tree were analysed sketched in a harmonious way to feel the wind blowing moments were represented by the contrast elements of the tree through colour and texture. An abstract composition of a tree were effectively prepared by students. This may lead to applied artist and designers to create functional space to their context in figure 3.
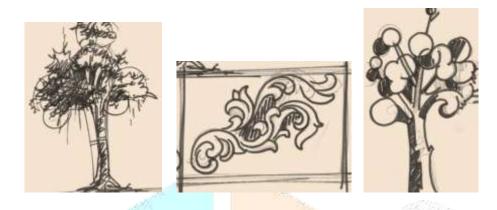
Figure 1   Figure 2   Figure 3

IV.CONCLUSION

It is confirmed that the innovative drawings and colouring usage with the digital qualities definitely enrich the product (àuczewska 2009: 1). This study ensures the creative design lies on the shoulders of art and science and professional students requires refinement of artistic skills with digital touch. Also teach them effective use of digital skills along with sketching in a smart way to complement each other and bring out the expected result.

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