

Wood Texture as An Inspiration for the Creation of Digital Imaging

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ABSTRACT

In the world of design, themes and concepts become fundamental. Themes and concepts cover the whole idea of a work, as well as in the field of digital imaging. Ideas can be taken from nearby environments such as natural beauty of wood texture. The idea used in the creation of digital imaging is wood texture.

The process is the pre-production and production stage. Methods consisting of idea stages, data collection, stage of embodiment, and finalization. At the idea stage, it is attempted to visualize and represent the wood texture through digital imaging techniques. This idea was raised based on believes that wood texture has the aesthetic textures to be applied to digital imaging illustration. Data collection is done through observation. While at the stage of embodiment the process carried out is to make editing image through Adobe Photoshop software. Finalization done with export the illustration in JPG format.

The result of this creation is an illustrative work resulting from the digital imaging process entitled Dream Land. It is the process of uniting and editing multiple images into one relevant entity.

Keywords: Nature, ideas, digital imaging

1. Introduction

Indonesia is an archipelago located in the tropics between two continents namely Asia and Australia and two Oceans namely the Indian Ocean and the Pacific Ocean. It also consists of 17,500 islands with a coastline length of about 95,181 km. Indonesia's area is about 9 million km with a high level of diversity. Indonesia also have a various biodiversity (Purbasari et al., 2020). Indonesia is estimated to have 25% of the plant species in the world and become the seventh country with the number of species reached 20,000 species. 40% of plants are declared endemic or native to Indonesia. Especially for woody plants, Indonesia has approximately 386 species (Kusmana & Hikmat, 2015).

This natural beauty becomes one of Indonesia's tourist attractions in the eyes of the world (Aprilia et al., 2017). In addition to being a tourist attraction, the natural beauty of Indonesia is often used as inspiration or ideas in the creation of paintings. This is as seen in the style of Mooi Indie painting in the days of Indonesian modernism that describes the natural beauty of Indonesia (Utari, 2020). In the colonial period, the beauty of nature along with the simple indigenous human organization has always been an interesting object of view for westerners (Purnomo, 2016). Mooi Indie themed paintings are very liked by foreigners, especially Europeans. Images of the scenery of rice fields, mountains, and beaches are generally accompanied by animal objects and the local population is exotic. Atmosphere calm and harmonious, green trees on the hill accompanied by bright sunshine describes the nature of pure eastern as if without problems (Stephanie, n.d.).

This reality then inspired the author to design an illustration of the beauty of nature with digital imaging techniques. This beauty and diversity are symbolically expressed through the texture of wood as an idea to be executed with digital imaging techniques. The use of wood texture as an idea is based on the author's belief that Indonesia has a variety of woody plants. In addition, the texture of wood is one of

the aesthetic textures to be applied to digital imaging illustration. The texture of wood as an idea of creation also has its own aesthetic value (Niebrzydowski, 2019).

Digital imaging was originally a process of refining visual effects techniques with digital processes carried out in photo printing and also know as image manipulation (Bravo, 2017). But along with the development of technology then makes digital imaging illustration as a visual engineering process that is done by editing images with digital technology (Hofer & Swan, 2005). Digital imaging is currently widely used to combine different image materials with the help of Adobe Photoshop software. The principle used is the layer-to-layer principle. The result is an illustration that can attend to different and powerful images outside of the original image. This is because the perception of the viewing audience has undergone a visual engineering process so that the audience is not aware and tends to enter the image (Manik, 2018).

2. Methodology

This creation uses methods consisting of idea stages, data collection, stage of embodiment, and finalization. At the idea stage, it is attempted to visualize and represent the wood texture through digital imaging techniques. This idea was raised based on believes that wood texture has the aesthetic textures to be applied to digital imaging illustration. Data collection is done through observation. While at the stage of embodiment the process carried out is to make editing image through Adobe Photoshop software. Finalization done with export the illustration in JPG format.

3. Results

3.1 Idea stages

At the idea stages, the thing to do is to make a connection between the texture of wood and natural matter in real circumstances.

3.2 Data collection

To find relationships at the idea stages, observations are made to the texture of existing wood. At this stage it was found that the texture of the wood and the shape of the texture of the wood can be related to the cliffs in real nature. The irregular shape of the texture of the wood is like the rough shape of the cliff. Some of the images of wood texture used are dry wood texture, moldy wood texture, mossy wood texture, and wood texture overgrown with leaves on its surface. Image data or photos of the texture of wood used is the result of the author's observation of the log, which is then the author of the photo and used as the main material in the digital imaging process. The texture of the wood used is Sengon wood and Mahogany wood.



Figure 1. Different types of wood textures used

3.3 Stages of embodiment

At the stage of embodiment, the process is to start visual engineering with digital imaging techniques. This process is done using the help of Adobe Photoshop. The first step is to set up a workspace in Photoshop. The document size used is 4000 x 5000 px with 72 dpi.

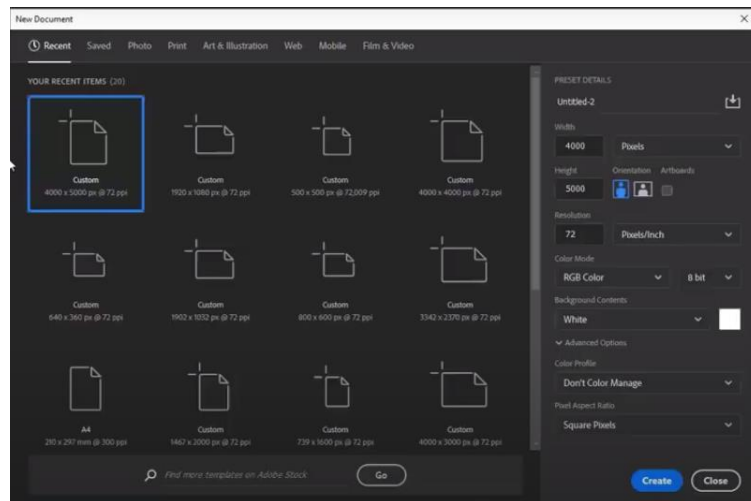


Figure 2. Size of document

Next is coloring the background with the radial gradient tools.

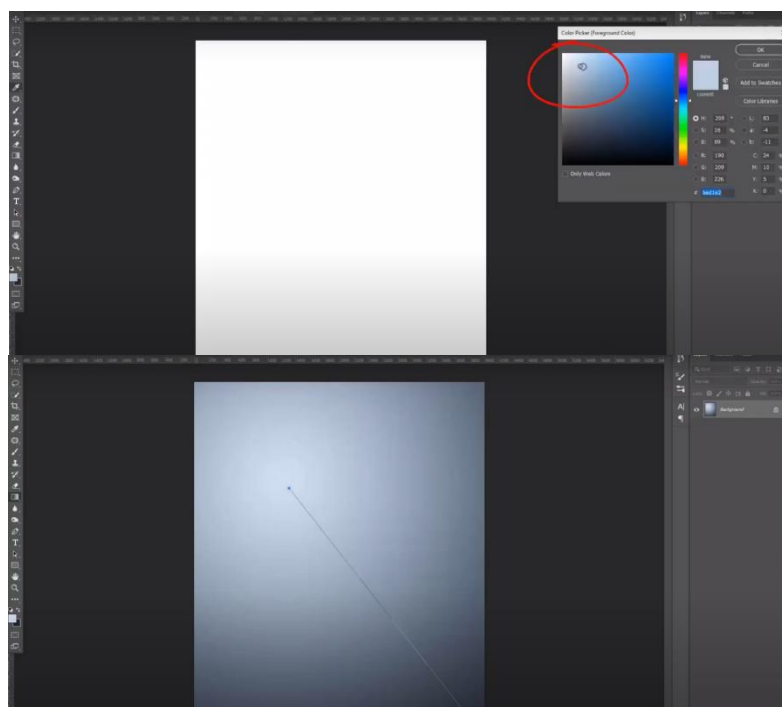


Figure 3. Create background

Next is import the image of wood texture.

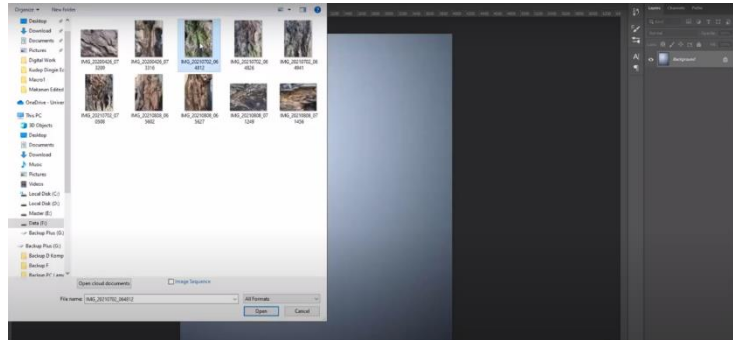


Figure 4. Import the image

Next determine the shape of the texture of wood and some supporting materials related to cliffs in real nature. Some of these supporting materials are determined based on their aesthetic form and function. The next stage is to make selection on the texture of the wood. The photo selection process is carried out by considering the shape that corresponds to the shape of the cliff. After determining the shape of the thing done is to do coloring to fit the background.



Figure 5. First editing process

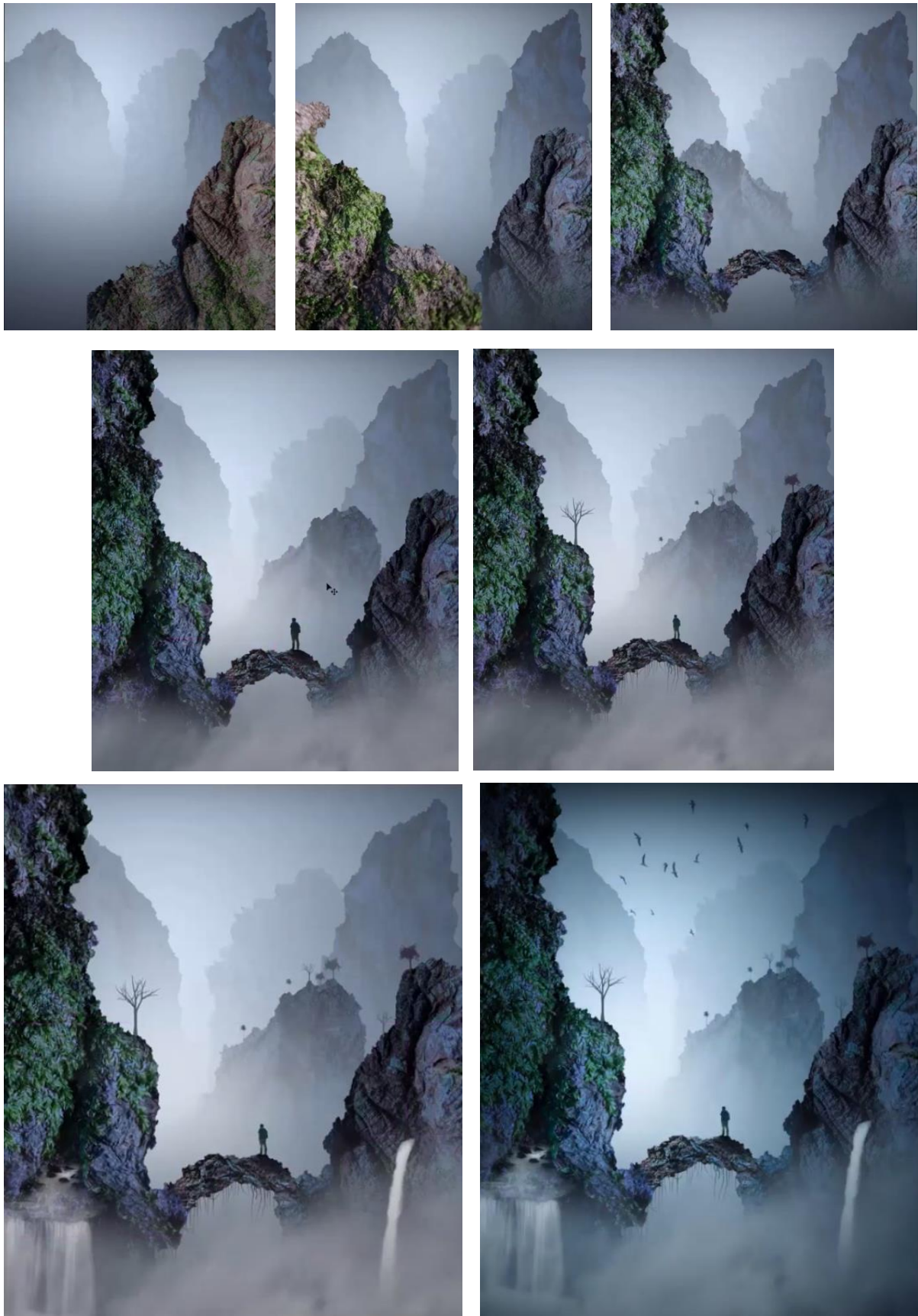


Figure 6. The editing processes

3.4 Finalization

In the final stage is to export documents into the form of .jpg so that the work can be distributed digitally.



Figure 7. The result

4. Conclusion

Various materials and technical realized into an aesthetic work. In this design for example is through visual engineering with digital imaging techniques. The engineering carried out takes the idea of nature, namely the texture of wood engineered and re-perceived into a cliff that exists in nature. The selection of wood texture that is transformed into a cliff is done because the texture of wood has a shape like a cliff in a certain format. In addition, the texture of wood which is a natural material has an aesthetic shape to be transformed into a cliff that is part of nature. With digital imaging techniques can realize the idea of creation from wood texture.

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