



A Comparative Analysis of the Plastic, Dynamic and Media Arts: A Composition is versatility

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Abstract

Art encompasses a wide variety of human endeavours and their outputs, all of which include the exercise of creative or inventive aptitude and aim to convey some aspect of technical mastery, aesthetic excellence, emotional impact, or intellectual complexity. Art has been understood quite differently by different people at different times throughout history and in different cultures. Traditional Western visual arts include the mediums of sculpture, architecture, and art. A larger description of the arts would encompass not just the visual arts, but also literature, music, cinema, and other multimedia like interactive media. Before the 17th century, there was no clear demarcation between the arts and the sciences; all forms of expertise were considered to be art. In contemporary use, which emerged from the 17th century and places a premium on aesthetics, fine arts are considered to be distinct from other types of learned expertise, such as decorative or practical arts.

Aesthetics is the philosophical study of art and its associated ideas, such as imagination and interpretation. Art historians and critics analyse the produced pieces in their academic pursuits. Art is a form of human expression that has been part of our lives for centuries. Over time, it has evolved, and new forms of art have emerged. Plastic, dynamic, and media arts are some of the most popular and versatile forms of art in modern times. This research paper aims to conduct a comparative analysis of the plastic, dynamic, and media arts to establish their versatility and how they have contributed to the contemporary art world. The research paper will also analyze the various techniques used in these forms of art and how they have influenced and inspired other forms of art.

Keywords: Dynamic Art, Plastic Art, Media Art

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Introduction:

Art is an expression of human emotions and ideas. It is an essential element of human life and has been around since ancient times. Throughout history, art has taken many forms, from cave paintings to modern-day digital art. The three forms of art that have gained immense popularity in recent times are plastic arts, dynamic arts, and media arts.

Plastic arts refer to the creation of physical objects such as sculptures, ceramics, and glassworks. Dynamic arts include performance-based art forms such as dance, theater, and music. Media arts refer to works that incorporate digital media such as photography, film, and computer-generated images.

This research paper aims to provide a comparative analysis of the three art forms by highlighting their respective characteristics, creative processes, and purposes. Additionally, the paper delves into the versatility that each art form offers to artists, with a focus on how each form can be blended and hybridized to create unique works of art

Evolution and Progress of the Plastic Arts:

Plastic arts involve the creation of physical objects using various materials such as stone, metal, clay, and glass. These objects are often three-dimensional and can be sculptures, ceramics, or glassworks. Plastic art is known for its tactile nature and its ability to create physical forms that can be appreciated and interacted with in a variety of ways.

Plastic art has a long history, with examples dating back to ancient civilizations such as Egypt, Greece, and Rome. The purpose of plastic art is to create physical objects that can be

appreciated for their aesthetic qualities, as well as their cultural and historical significance. The creative process involved in plastic art is often time-consuming and requires great attention to detail. The artist must have a deep understanding of the material they are working with and the tools required to shape it. Additionally, they must possess a strong sense of spatial awareness and be able to visualize the finished product before they begin. One of the advantages of plastic art is its ability to evoke emotions and engage the senses in a way that other art forms cannot. The tactile nature of the objects allows the viewer to physically interact with them and appreciate them on a deeper level. Additionally, plastic art has a lasting quality that makes it ideal for creating objects of cultural and historical significance.

Among the Benefit of the Plastic Arts

- i. Improve the ability to concentrate and communicate
- ii. Exercise the brain
- iii. Improve mental health
- iv. Improve motor skills
- v. Allow the expression of emotions without the use of verbal communication.

The Perpetuation of the Dynamic Arts:

Dynamic arts refer to performance-based art forms such as dance, theater, and music. These art forms involve the creation of a live performance that engages the audience and creates a unique experience for each viewer. Dynamic art is known for its ability to evoke emotions and create a sense of connection between the performers and the audience. The creative process involved in dynamic art is often collaborative and involves a team of



performers and creators. The performers must have a deep understanding of their craft and work together to create a cohesive performance that engages the audience. Additionally, the creators must have a strong sense of storytelling and be able to craft a narrative that resonates with the audience.

Dynamic art also refers to art that is in motion or appears to be in motion. This form of art can be created using different techniques, such as animation, video, and performance. Animation is the process of creating images that appear to be in motion. Animation can be created using different techniques, including stop motion, hand-drawn animation, and computer-generated animation. Animation is a versatile form of art that can be used to create different types of content, including cartoons, advertisements, and movies. Video art is another form of dynamic art that involves the creation of moving images using video cameras. Video art can be used to create different types of content, including documentaries, music videos, and experimental films. Performance art is a form of dynamic art that involves the creation of live performances that combine different elements, including dance, music, and theater. Performance art is a versatile form of art that can be used to express different ideas, including political, social, and cultural themes.

Dynamic art has a long history, with examples dating back to ancient civilizations such as Greece and China. The purpose of dynamic art is to create a live performance that engages the audience and creates a unique experience for each viewer. One of the advantages of dynamic

art is its ability to create a sense of connection between the performers and the audience. The live aspect of the performance also allows for improvisation and spontaneity, creating a unique experience every time.

Emergence and Innovation of the Media Arts:

Real art, animation on computers, digital art, interaction art, sound art, Web art, video games, robots, 3-D printing, and cybernetic art all fall under the umbrella term "new media art," which also includes artworks created using traditional media technologies such as film and television. The word is defined by the resulting work of art, which stands in contrast to creations in the more traditional visual arts (such as painting, sculpture, and architecture). The fields of science, art, and theatre are the cradle of New Media. While databases, social and political action, Afrofuturism, feminism, and identity may all play a role in a given piece of new media art, the inclusion of new technology is a constant throughout.

Many modern works of art place a strong focus on medium, prompting a proliferation of graduate programmes and undergraduate concentrations in "New Genres" and "New Media" at institutions throughout the globe. Some works of new media art, like performance art, may encourage participation from the audience or the artist. Nonetheless, as many theorists or curators have pointed out, the common ground of contact, social exchange, involvement, and transformation is not exclusive to new media art.

Such realisations call into question the predominance of technology media and instead highlight the types of cultural



practise that emerge alongside new technological platforms. Collecting, installing, and displaying works of New Media art presents unique challenges due to the complexity of their curation and preservation requirements. To meet the complex demands of new media art, several museums and cultural centres have opened their doors. Many forms of media art need advanced technical knowledge and ability since they entail the usage of hardware and software in the creative process. The artist's ability to tell a tale and effectively convey that message via their medium is also crucial.

The first examples of media art may be traced back to the the beginning of the twentieth century One goal of media artists is to push the boundaries of what can be accomplished with digital media by creating works that completely immerse the audience. The production of virtual reality worlds that can be seen via virtual reality headsets is another type of media art. Content creators have found several uses for virtual reality, from games and simulations to instructional materials.

One of the benefits of media artwork is that it may be distributed to a larger audience via digital means. Furthermore, the utilisation of digital material opens up many opportunities for visual effects and modification.

The Versatility of the Art Competition:

The concept of composition is an essential aspect of all three forms of art - plastic, dynamic, and media. Composition refers to the arrangement of elements within the artwork, including the use of space, color, line, and form, to create a cohesive whole. The versatility of composition lies in its ability to be applied across all art

forms and to be adapted to suit the specific needs of the artist. Composition plays a crucial role in the creation of plastic art. The artist must consider the placement of each element and the use of space to create a three-dimensional object that conveys the desired message. The composition of the artwork determines the viewer's perspective and can evoke different emotions depending on the arrangement of the elements.

In dynamic art, composition plays a critical role in the choreography of the performance. The movement of the performers, the use of space, and the timing of each action must be carefully planned and arranged to create a cohesive and engaging performance. The composition of the performance can determine the audience's level of engagement and can convey different emotions and messages depending on how it is arranged.

In media art, composition is a crucial aspect of creating an immersive experience for the viewer. The arrangement of digital media elements such as images, videos, and soundscapes must be carefully planned and organized to create a cohesive and engaging experience for the viewer.

The composition of the media elements can determine the viewer's level of engagement and can convey different messages and emotions depending on how they are arranged. Composition is important because it shapes the viewer's experience of the artwork. What makes a work interesting and exciting, or calming and relaxing, or jarring and off-kilter, is its composition. Consider how the composition of various works of art

impacts the viewer's emotional response. Compositions that are symmetrical on all sides have a relaxing effect, whereas those that are asymmetrical have a more active quality. Sometimes the eye is naturally drawn to the area of a painting that has a greater emphasis on, or greater visual "weight," than the rest. Focus on this the next time you examine a work of art. Where is the main focus located? How are secondary places of interest presented if there is more than one? Where exactly does it lead your gaze? In what ways does the composition shape the overall mood?

Composition and Design Principles

Composition is the method through which design concepts are organised, hence the term "design" may be used interchangeably. Line, shape, colour, worth, texture, shape, and space are the building blocks of design. These elements are essential to every artistic endeavour. Lines, forms, colours, and values make up a drawing, whereas texture, form, time, and so on make up a sculpture. Design elements such as harmony, proportion, emphasis, rhythm, and unity.

These elements shape how a thing is seen. People feel more at ease when they observe something that is well balanced. Certain elements of a work will leap out at the spectator if there is enough contrast between them. If your drawing is full of wavy lines, the viewer's gaze will travel with the lines as they weave in and out of focus. Design concepts like balance and motion are generated via composition, or the method in which design components are arranged.

Balance, Contrast and Coordination in Design

Balance: The visual "weight" of an object should be balanced between its left and right sides. This does not imply the need of a symmetrical design; an asymmetrical approach works just as well. If half of the painting has one enormous item, you may want to counterbalance it with two smaller ones.

Contrast: Contrast is most often associated with differences in value, but it may also be used to describe other types of striking dissimilarity. Blending tiny and big objects, straight and curved lines, cold and warm colours, and so on may add visual interest to a painting.

Emphasis: Position the emphasis where it will draw the most attention. To do this, either focus on the piece's centre or use the rule of thirds.

Movement: The eye follows these lines as it jumps from one thing to the next. The composition of your paragraphs and themes acts as a kind of navigational aid. Think about this when you arrange the pieces in your composition.

Pattern: To create a pattern, you may arrange various shapes and colours in a repetitive fashion.

Rhythm: How quickly does the viewer's gaze travel over the surface of a work? The eye may rest on recurring forms and colours, or swiftly move over an area with the help of straight lines. When the same element is repeated several times in rapid succession, the resulting rhythm is frenetic (think of a lot of quick drum beats), but when the same element is repeated just a few times, the resulting rhythm is more relaxed.

Unity: What we mean by "goes together" is that the many parts of the whole are of equal visual importance and share a

unifying quality, such as a colour. This manner, the work as a whole doesn't appear like it's being weighed down by any one element.

Elements of Comparative Analysis of the Arts: Plastic art, dynamic art, and media art each have their unique approach to composition, which contributes to their respective strengths and weaknesses. In plastic art, the artist has complete control over the composition of the artwork. The use of space, form, and color can be manipulated to create a specific message or emotion. However, the composition is static and cannot be changed once the artwork is completed. In dynamic art, the composition is continually changing as the performance progresses. The use of space, movement, and timing can create a dynamic and engaging performance. However, the composition is entirely reliant on the performers, and there is limited control over the audience's perspective.

In media art, the composition is entirely controlled by the artist, but the viewer has some level of interaction and control over the experience. The arrangement of the media elements can create a unique and immersive experience for the viewer. However, the artist must consider the limitations of the technology and ensure that the composition is adapted to suit the specific medium.

When it comes to composition, each art form has its strengths and weaknesses. However, the versatility of composition allows for hybridization between the different art forms, creating a unique and engaging work of art that incorporates elements from multiple mediums.

For example, a plastic artist could create a sculpture that incorporates movement and interaction, creating a dynamic performance-based sculpture. Similarly, a media artist could create an interactive installation that incorporates physical elements, blurring the lines between digital and physical art.

Overall, composition is an essential aspect of all art forms and is an excellent tool for artists to convey their message and emotions. The versatility of composition allows for hybridization between different mediums, creating unique and engaging works of art.

Conclusion

In conclusion, plastic, dynamic, and media arts each have unique approaches to composition, but all three forms of art rely on composition to convey their message and evoke emotions. The versatility of composition allows for the hybridization of different art forms, creating new and engaging works of art that incorporate elements from multiple mediums. The strengths and weaknesses of each form of art in composition should be considered by artists to determine which form is best suited for their specific message and goals.

Overall, the study of composition in art is essential in understanding how art can communicate and evoke emotions. The comparative analysis of plastic, dynamic, and media arts in composition highlights the importance of understanding the various techniques used in each form of art and how they can be adapted to suit the specific needs of the artist.

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