CHAPTER II

LITERATURE REVIEW

This chapter discusses about designing, arts, wayang kulit, video, documentary, video documentary.

2.1 Design

Design is a planning or drawing produced to show the function of some objects. Design is very important to support the quality of a product. Design is also about the progress. In some cases, the direct construction of an object (engineering, management, coding, and graphic design) is also considered using design concepts.

According to Wiyancoko (2000), design is everything which related to the drafting, data analysis, project planning, drawing, cost calculation, prototyping, testing frame, and test riding. Archer (1976) states that design is one form of physical and spiritual need of human which described through a variety of experiences, expertises and knowledge that reflects the attention to the appreciation and adaptation to their surroundings, especially related to the form, composition, meaning, and value. While Jones (1970) states that design is the action and initiative to transform human work. So, based on the explanation above, the writer concludes that design is one of the way or actions to form some work and it is related to drafting, editing, composting and testing.

2.1.1 Elements of Design

In designing something, the elements of design are really important. White (2011) states that a design has nine elements, as follows :

1. Lines
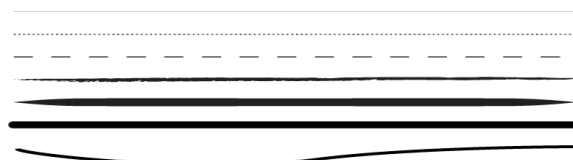
Lines connect two points and can be used to help define shapes, make divisions, and create textures. Lines consist of straight, length, width, and direction. There is no specific consideration in choosing the line to make a picture of a storybook.

2. Shapes
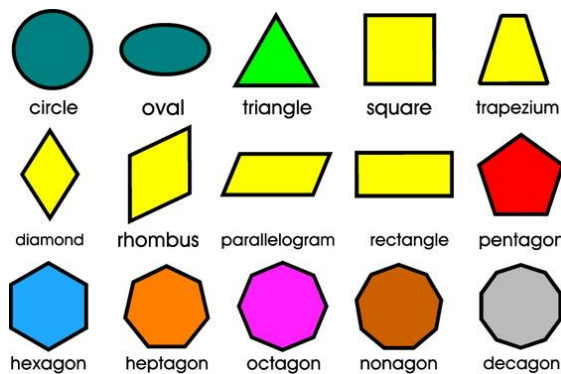

Shapes are self-contained areas. To define the area, the graphic artist uses lines, different value, color, and texture. Every object is composed of shapes.

3. Color
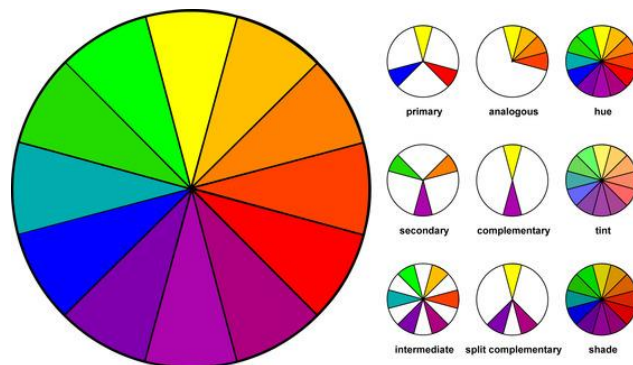
A Color of palette choice and combination is used to differentiate items, create depth, add emphasis, and help to organize information. Theory about color explains about how various choices psychologically impact users.

4. Space
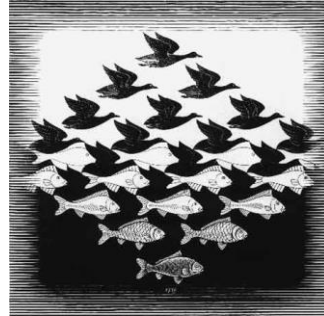
This is the most common overlooked and undervalued elements. It refers to the space inside an object, or "negative space" around objects. It is crucial to establish balance and movement in design.

5. Texture
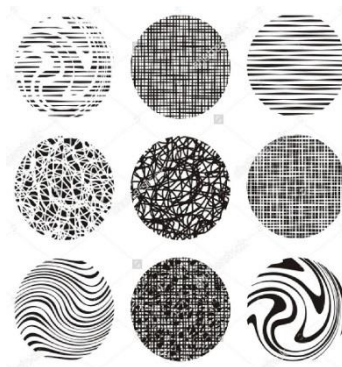
Texture refers to how a surface feels or is perceived to feel. By repeating an element, a texture will be created and formed. Depending on how a texture is applied, it may be used a strategy to attract attention.

6. Scale (Size)
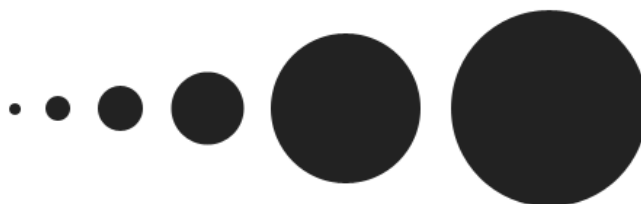
Playing with the scale and size of your objects, shapes, types and other elements are interesting. The amount of variation will depend on the content. Different subtle suits professional content, while the bold prefers to creative enterprises.

7. Value
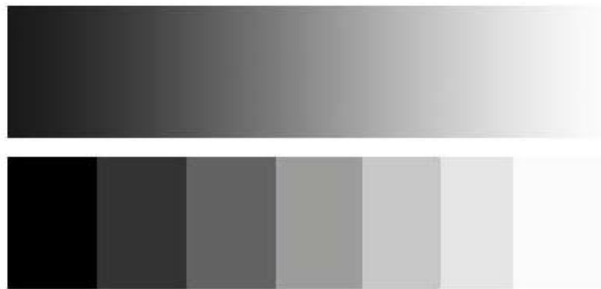
Simple value refers to how something is bright. The value is used separately from Color in the form of black, white, and gray.

8. Typography

Typography refers to which fonts are chosen, size, alignment, color, and space.

9. Form

Form applies to 3D objects and describes volume and mass. The Form may be created by combining two or more shapes and can be further enhanced with different tones, textures, and colors.
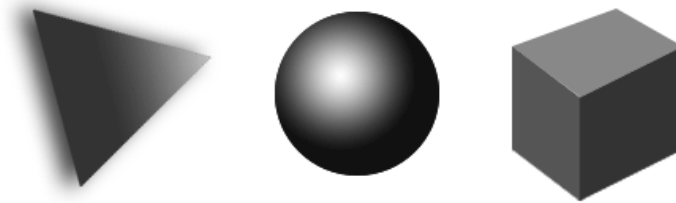
2.2 Arts

Sukaryono (1988:7) states that art is an expression of heart and feeling. It is called as the language of artist who is communicated. Thomas Munro (2002:101) states that art is a man-made tool for causing psychological effects for human beings who see it. According to Soedarso (2002:101), art is a work of man communicating his inner experiences; the inner experience is presented to stimulate the inner experience of the other human beings who live it.

2.2.1 Traditional Arts

According to Kamus Besar Bahasa Indonesia (KBBI) traditional art is a combination of two words namely art and traditional. Etymologically the art comes from the Sanskrit language is sani. Sani is generally interpreted as worship a service that is closely related to the arts ceremony. Art is something that contains aesthetic elements and can increase other people's feelings.

According to Kamus Besar Bahasa Indonesia (KBBI), art has the following meanings :

- Arts mean smooth, small and smooth, sort and pleasnt to hear, petite and beautiful.
- Arts mean the skill of making good work.

- The arts mean ability of reason to create something of high value (extraordinary

This understanding can be interpreted that the arts is the work created by humans through ideas / ideas that have aesthetic value and able to evoke feelings of the audience. According to Kamus Besar Bahasa Indonesia (KBBI) traditional is the attitude and the way of thinking and acting that always cling to the norms and customs that existed from generation to generation.

Based on the two definitions of the words above, it can be concluded that the traditional arts is a form of work that contains aesthetic value and cling to the tradition. In other words, traditional art is an art form that is guided by rules or rules from generation to generation. This traditional art is an element that becomes part of the life of people leave in certain areas. Traditional art that exists in every region is different although there are some similarities and art has several characteristics, types, branches of traditional art, among others :

2.2.2 Characteristic of Traditional Arts

According to Kamus Besar Bahasa Indonesia (KBBI) Traditional art has characteristics that can distinguish it from other arts. The characteristics of traditional art are as follow :

1. Traditional art is limited to the environment and cultre that can support it
2. Traditional art is a reflection of a culture adapted to the dynamics of society.
3. Traditional art is a part of people's life that differentiates art from one place to another place.
4. Traditional art is created based on the existing philosophy and cultural activites that exist in certain area.
5. Traditional art is static, there is no creative elements as a new creation.

2.2.3 Types of Traditional Arts

Based on the development of traditional art is divided into two types. The two types are as follows :

1. Primitive Arts

   Primitive art is an art born of the earliest forms of culture. This art is still not influenced by outside influences. Primitive art is an art that developed in prehistoric times. Where at that time the level of human life was still very simple. This simplicity affected the art produced. Although the art was still very simple, but has a high value as an expression of their expression. Relics of primitive art was found in the form of painting game, hand-painted cap. Generally these paintings are found on the walls of the cave. This is because in prehistoric times humans were still living in a sedentary and lived digoa. Examples of paintings found on the walls of goa leang in South Sulawesi.

   Other artworks were found in addition to paintings are ornaments on hunting tools in the form of simple scratches. The artwork produced in the prehistoric zama was a work of art that was the expression of their feelings on the occult as a symbol of certain feelings such as fear, sadness, joy, and peace.

   The common features were found in primitive artwork are :
   - Art is still a scratch of spontaneity.
   - Artwork is without perspective
   - The colors used are limited: black, white, red and brown.

2. Classic Arts

   Classic arts are an art that has developed. In addition to its development, art has also undergone refinement due to external influences. Classic art has evolved during the Hindu-Buddhist era. This is evidenced by the discovery of art on the ancient buildings of the Hindu-Buddhist heritage. In addition classic art can also be seen in ancient buildings in Rome and Greece. This classic art is the culmination of a certain artistic development, which then can not grow again.

   Classic artwork has the following characteristics :
   - Art has reached the top and can not grow again.

- The standard of art is in the times before and last.
- Its age is more than half a century

2.2.4 Branch of Traditional Art

As a medium of disclosure, art is divided into five branches, namely :

1. Fine Arts

   Art is a branch of art that forms artwork with media that can be captured and perceived. Art is expressed through the medium of materials, dyes (paint), lines and shapes. The development of traditional art developed in prehistoric times. This is evident from the discovery of the artifacts relic arts of the time. Objects that are found and valued traditional art separate bracelets, hand picked axes, pottery and some paintings. The example of traditional art is the Wamena statue from Papua.

2. Music Arts

   Music arts are a branch of art that forms artwork with media captured by the ear. The art of music is expressed through the media of sounds or sounds. Nusantara Music is an entire music that develops Indonesia and accentuates to Indonesia. The language and melodies used are also inseparable from Indonesian characteristics. The music in Indonesia consists of regional music

   , dangdut music, music styles, gambus music, music struggles and pop music. Traditional musical instrument such as angklung, serunai, flute, and others.

3. Dance Arts

   Arts The art of dance is a branch of art that forms artwork through media that can be captured by the eye. The art of dance uses body movement media. Traditional dance is a dance that combines all body

movements that contain a certain meaning. This traditional dance relies on the precision of music, impression and kekompakkan motion and positioning. The motion in traditional dance can not be changed. So it has the same motion. But each dance changes its composition of motion. Examples of traditional dance are: saman dance and serimpi dance.

4. Literary Arts

Literary arts is something in the form of writing and stories that have artistic and cultural values that present the beauty of speech and language to convey a certain meaning. It is clear that literary art is a branch of art expressed through the medium of words and languages. Traditional literary art means works of art expressed through words or languages that are influenced by traditions from generation to generation. The point is still preserved without changing its contents. This branch of art inherited the ideas and values of the generation of generation. Examples of traditional literary works such as myths, seculars, legends, saga, and others. Literary works that until now exist and continue to be told like the story of mahabrata.

5. Theater Arts

The arts of the theater is a work of art expressed through motion, words, sounds and likeness. Traditional theater is a form of artistic performances that participants of the community from a particular place. This is because the traditional theater is inseparable from the customs that exist in the place. In addition, traditional theater is also influenced by social community and geographical structure of the area. Examples of traditional theater are: Dul Muluk,Ludruk and Lenong.

The characteristics of simple theater are :

- Theater performances performed on the open stage. For example in the field, on the home page or other places.
- Staged simply

- The story is hereditary

2.3 Wayang Kulit

According to Wikipedia (2018) Wayang kulit is a traditional puppet-shadow play found in the culture of Java, Bali, and Lombok, Indonesia.[1] In a wayang kulit performance, the puppet figures are rear-projected on a taut linen screen with a coconut-oil (or electric) light. The Dalang (shadow artist) manipulates carved leather figures between the lamp and the screen to bring the shadows to life. According to Amir Fatah (1996) states wayang is one of the traditional arts in Indonesia, which is a performing arts with the media of an image or imitative person (doll) made of leather. Wayang as a work of art clearly contains the values of a universal culture. This is because wayang talks about human life in general. When viewed from the role of figures and the contents of the story, the story puppet is a adaptation of the story of Mahabharata and Ramayana from India. In its development this form of wayang art was once used as a propagation tool by the Wali Songo in Java that aimed that the teachings of Islam can be easily accepted by the public.

2.3.1 The types of wayang kulit

According to Wikipedia there are types of wayang kulit based on the area :

1. Wayang Kulit Cengkok Kedu
2. Wayang Kulit Gagrag Yogyakarta
3. Wayang Kulit Gagrag Surakarta
4. Wayang Kulit Gagrag Banyumas
5. Wayang Kulit Gagrag Jawa Timur
6. Wayang Kulit Banjar
7. Wayang Kulit Palembang
8. Wayang Kulit Betawi
9. Wayang Kulit Cirebon
10. Wayang Kulit Madura

2.4 Video

The video was born in the second half of the 19th century, made with celluloid base material that was highly flammable even by a spark of cigarette ash. In line with the time the experts are competing to refine the video to be more secure, more easily produced and tasty in watch. Nowadays there are at least three types of videos that are mass produced that is 35mm, 16 mm, and 8m. The numbers indicate the width of the celluloid band. The wider the celluloid band, the better the quality of the resulting image. For special purposes, videos 65 mm, and 70 mm can be used.

The movie that aired in IMAX Theater Taman Mini Indonesia Indah (TMII) is an example of a film produced and aired in 65 mm format that has been honored (IMAX). Hummer (996) by director Kenneth Branagh produced with 65 mm format video. The resulting image quality is better than the 35mm format that is commonly shown in movie theaters. But the wider the celluloid band, the rarer the recording and projection tools are available. Cameras and projectors for the 65mm and 70mm sizes are not the most widely available in the market, which means they are also expensive. The editing tools for the format are different too. It is therefore important to remember that the video's tape width determines the type of camera, editing device, and projection tool used, (Heru, 2002).

2.4.1 Types of Video

1. Documentary Video

   Documentary is the title given to the first film by Lumiere Brothers that tells about the journey (travellogues) made around the 1890s. The point of the documentary remains based in the things as real as possible (Heru,2009).

2. Short Video

   The duration of a short film story is usually under 60min. Short story film are used as experimental laboratories and stepping stones for a group of people to then produce long stiry films. (Heru,2009).

3. Long Video

Long movie is a movie that lasts more than 60 minutes usually 90-100menit duration. Movies playing in theaters are generally included in this group. Indian films are pretty much circulating in Indonesia, average duration up to 180 minutes, (Heru,2009),

4. Video Company Profile

The film is produced for the benefit of certain institutions relating to what they do, such as "Your Business" impressions on SCTV. The film itself serves as a presentation tool, (Heru, 2009).

5. Video Company Ads

The film is produced for the purpose of disseminating information, both about product (product advertisement) and public service announcement (PSA). Product ads typically feature explicitly advertised products, meaning there is a clear audio-visual stimulus about the product (Heru, 2009).

2.4.2 Framing (Type Of Shot)

Type of shot is also called image framing. On the screen, we can see a variety of display type of shot. (Santoso,41).

1. Extra / Extreme Long Shot
2. Long Shot
3. Medium Long Shot
4. Medium Shot
5. Close Up
6. Big Close Up
7. Extreme Close Up

2.4.3 Camera Angles

There are Camera Angles in Videography/Film. The various camera positions that can be used to record the subject. (Santoso,47).

1. Bird's Eye View
2. High Angle

3. Eye Level
4. Low Angle
5. Frog's Eye View
6. Canted Angle

2.4.4 Composition

An important part of the cinematography world is the composition, the laying of objects in a frame of images that are made to look beautiful and attract the attention of the viewer. (Santoso, 52).

1. Rule Of Third

   This theory of beauty comes from Greece with the famous Parthenon temple and is often called the rule of third or the division of three fields. (Santoso, 53)

2. Pay attention to Perspective

   The beauty of composition in cinematography is not only influenced by the theory of the rule of third, but also by other factors such as perspective. Perspekrif associated with camera set up and camera angle. Understanding of perspective will produce images that are more dynamic, dimensional, and have depth of space (depth). (Santoso,54).

3. Organize Colors

   In videography, the concept of coloring is very important because it is directly related to the visual With a good and measurable color arrangement, the audience will be helped to more quickly get into the movie story. In other words, the audience will blend into the video or movie they are watching. (Santoso, 55).

4. Line Composition

In shooting or angle, a videographer should take into account the composition of line elements, since the line will show the dynamics of the composition of the image. The lines are not only straight, but some are curved in a circle. (Santoso, 56)

5. Organize Motion / Blocking

Motion in a movie is often also called blocking. This is what distinguishes between cinematography with still photography. So it is not just the rule of third, the structuring of color and the composition of lines that can affect and attract the attention of the audience, but the movement (blocking) also affect videography. In addition to the player, the motion can also be done by the camera (camera movement) or a mix between the motion of the player and the motion of the camera. (Santoso, 57)

2.4.5 Lighting

Photography comes from the world photo and graphe (drawing with light (which means to draw with light. So it is clear that lighting is very important in photography and videography.

We can not see pictures without help light. (Santoso, 61) :

1. Available Light

Available light or natural light, the sun as a light source. (Santoso,61).

2. Artificial Light

Artificial light is light coming from lights that are continous or light up. (Santoso,61).

2.4.6 Depth of Field

In videography, depth of field is translated as the term "bokeh", which relates to the image sharpness area. Looks at foreground and background sharpness. (Santoso,68).

2.4.7 Camera Movement

The motion of players and cameras is standardized by a fileman named Don Livingstone. (Santoso,57).

1. Pan

    Camera motion left and right with one axis.
2. Tilt

    Move the camera up and down with one axis.
3. Zoom

    The forward or backward motion caused by the lens game with the still camera position.
4. Tracking

    Camera motion using rails or follows the object to provide a three dimensional effect.
5. Crane

    Moving the camera using a mechanical device or crane.

2.5 Documentary

Many documentary video definitions, in general documentary videos are videos documenting reality. In fact there are still many opinions that define the meaning of the documentary itself.

There are definitions of documentary video from expert opinion, among others :

1. Paul Rotha

    Definition of documentary does not refer to a subject or a style, but a documentary is an approach. The approach in the documentary in the

movie is different from the story film. Not because it ignores the craftsmanship aspect (craftsmanship) in the making, but deliberately shows how the craft is used.

2. Paul Wells

Non-Fiction Texts that use actual footage, which includes direct recording of events to be presented and research materials related to the event, such as interviews, statistics, etc. Such texts are usually presented from a particular point of view and focus on a particular social issue that is very likely to attract the attention of the audience.

3. Steve Blanford, Barry Keith Grant and Jim Hilier.

Film making whose subjects are the people, events or a situation that really takes place in the realm of world and beyond the world of cinema. (The Film Studies Dictionary, Page 73)

4. Frank Beaver

A non-fiction movie. Documentary films are usually shot in a real location, not using the actor and the theme is focused on subjects like history, science, social or the environment. The basic purpose is to enlighten, member information, education, do persuasion and provide insight into the world we live in. (Dictionary of Film Terms, Page 119)

5. Louis Gianneti

Unlike most fictional films, documentaries deal with facts, such as humans, places and events and are not made. Documentary filmmakers believe they 'create' the world in the movie as it is. (Understanding Movies, 7th Edition, page 339).

2.6 Documentary Video

Brata (2007 : 57) says documentary video is a form of audio-visual product that tells a daily phenomenon. The phenomenon is quite appropriate to be raised to contemplation for the audience. Documentary material can be stories about social concerns, experiences and the life-span that inspire and inspire life for the audience, or flashbacks and feedback about events

that have occurred and are linked to the present. According to Javandalasta, (2011: 2) Documentary video never separated from the purpose of dissemination of educational information, and propaganda for certain people or groups. In essence, the documentary video stays true to things as real as possible ".

2.6.1 Forms of Documentary Videos

According to Sutisno (1993;74) Documentary video has forms, they are :

- Documentary based on Stock Shot Documentaru program based on this stock shot live compile a list of necessary shots and look it up in the library . Certain shot deficiencies are easily sought with new takeovers.
- The Dramatized Documentary

    This format is more suited to using theatrical screenplay model because tha visual and aureal aspects can be known before and can be planned just like a directed drama.

- Documentary Instructional Model

    This type of format includes the actual documentary because its shooting can not be planned fast earlier". This type of documentary video is specially designed to teach the audience how to do the various things they want to do.

2.6.2　　Elements of Documentary Video

In the documentary video thera re two main elements, namely :

- Images (Visual)

    Images taken based on spesific events. The people recorded in the video, really exist and never existed, not as actors replacing someone in the video.

- Words (Verbal)

The words in the documentary video come from the direct narrative of the subject who became a figure in the documentary video. Words are usually a testimony of history and certain events.

However, these words can also derive a narrator or resource person to describe events as well as provide specific information on the places record the picture.