



VOL.

2



REGASENI XV

REGASENI XV



ODYSSEY

SELF REFLECTION

INTERACTIVE ONLINE ART EXHIBITION



ODYSSEY BY REQASENI XV 2021 ART AND DESIGN DIPLOMA EXHIBITION

Copyright 2021

PUBLISHED BY

PERPUSTAKAAN TUN ABDUL RAZAK, PTAR
UNIVERSITI TEKNOLOGI MARA
CAWANGAN SARWAK

THE VALIDITY AND THE AUTHENTICITY OF CONTENT IN EVERY ARTICLE IS THE SOLE RESPONSIBILITY OF THE RESPECTIVE AUTHOR(S). AND VIOLATIONS ARE ENTIRELY RESPONSIBILITY OF THE AUTHOR(S). EVERY CREATIVE AND DESIGN WORK ARE SOLELY MEANT FOR EDUCATIONAL PURPOSE

All rights reserved. No part of this publication may be produced or transmitted in any form or by any means electronic and mechanical, including photocopy, recording or any information storage and retrieval system without prior permission in writing from the publisher.

Enquires should be addressed to the publisher. While all reasonable attempts at the faculty accuracy have been made, the publisher accepts no responsibility for any errors contained in this catalogue.

E-ISBN:

CHIEF EDITOR

MOHD RAZIF MOHD RATHI
NORAZIAH BINTI MOHD RAZALI

EDITORIAL BOARD

CLEMENT ANAK JIMEL
DR VALERIE MICHAEL
WAN JULIANA EMEIH WAHED
DATIN HALINA AMIN
DR MUHAMMAD FAUZAN BIN ABU BAKAR
SAFRINA MUHAMMAD AZMI
CHRISNA PINDAH
ZAIDI WASLI
MADELEINE PERREAU
FLORENCE IJOT MASANAT
BRENDAN JOHNNY

CONCEPT AND LAYOUT DESIGN

MUHD ASLAN BIN JEMMAING (**LEAD DESIGNER**)
NUR ZHAFRI SYAKIRIN BIN SARIFUDDIN
SYAHIERRA BINTI SUZALI
NOR AZARINAH BINTI AB GARIB
SITI NUR RAFIQAH BINTI AHMAD

CONTENTS.



02.

RECTOR'S
FOREWORD.

04.

HEAD CENTRE OF STUDY'S
FOREWORD.

06.

PROJECT LEADER'S
FOREWORD.

07.

ODYSSEY
INTRODUCTION.



08.

**ART & DESIGN
LECTURERS.**

13.

**FINE ART
STUDENTS.**

127.

**ODYSSEY
COMMITTEE.**



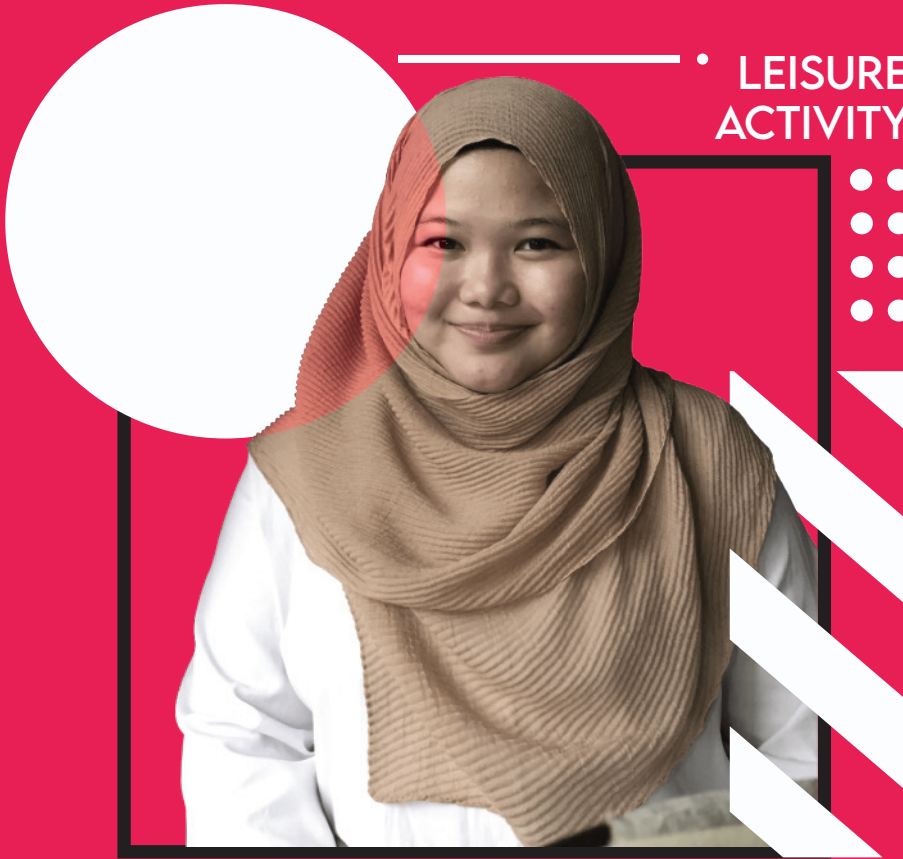


FINE ART





LEISURE
ACTIVITY



ASHIRA

NUR ASHIRA BINTI AJAB
ashiraajib@gmail.com

My idea was procured from family gathering, focusing on leisure activities. In specific, the table-top game of Indian origin, carrom inspired me to create artwork which consisted of drawing, painting, printmaking and sculpture. In other words, the point of view of my artwork angled on the carrom game. Among the elements and principles in the artwork revolved around repetition, highlighting the form of carrom. My artworks had the combination of warm and cool colours, not to mention a symmetrical balance. I utilised ready-made materials for my sculpture such as plywood, wood, and plaster of Paris. Finally, I adopted Intaglio technique for my printmaking.



“STRIKER”

COLOR PENCIL, MARKER PEN, AND ACRYLIC ON PANEL
31.1 INCHES (LENGTH) X 21.6 INCHES (HEIGHT)

Q PAINTING



“STRIKE TO THE GOAL”

MIXED MEDIA

31.1 INCHES (LENGTH) X 21.6 INCHES (HEIGHT)

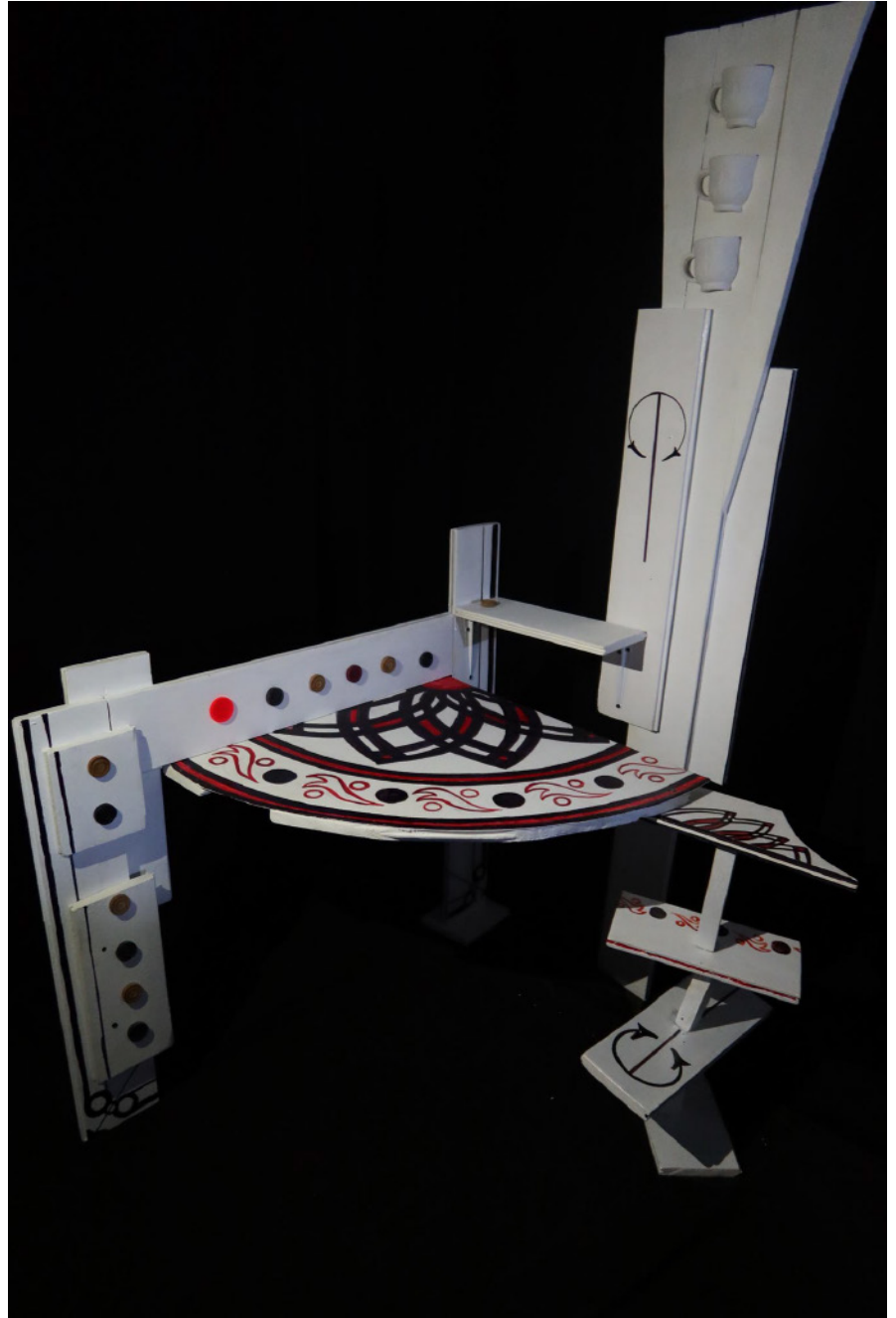
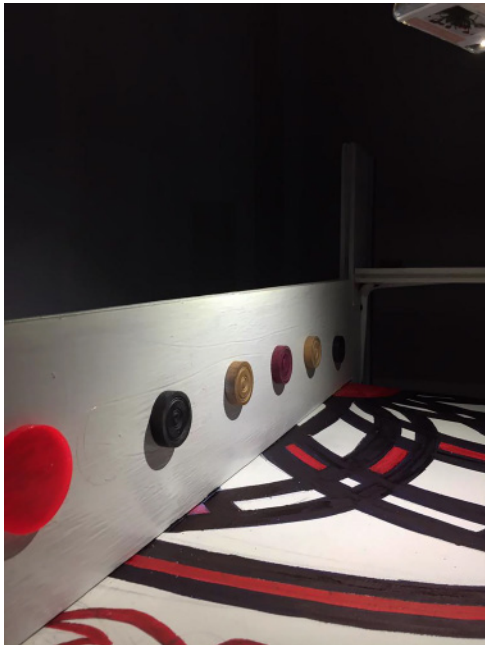


“LEISURE CARROM ACTIVITY”

ENGRAVING INK ON PAPER

11.6 INCHES (LENGTH) X 13.1 INCHES (HEIGHT)

SCULPTURE



“STRIKE OF JOY”

RECLAIMED WOOD, MARKER PEN, CARROM COINS AND SPRAY PAINT.
30 INCHES (LENGTH) X 30 INCHES (WIDTH) X 60 INCHES (HEIGHT)