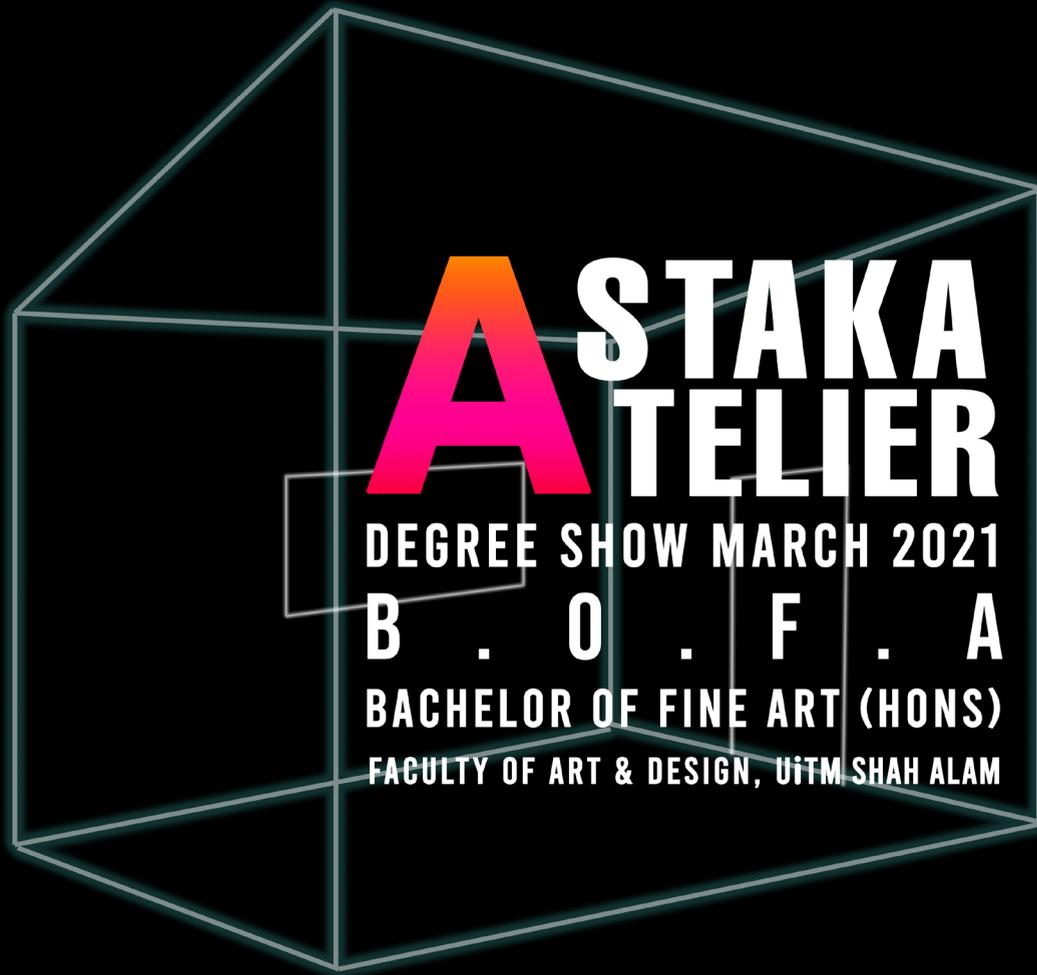




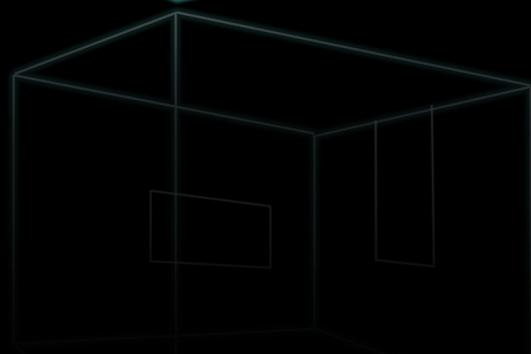
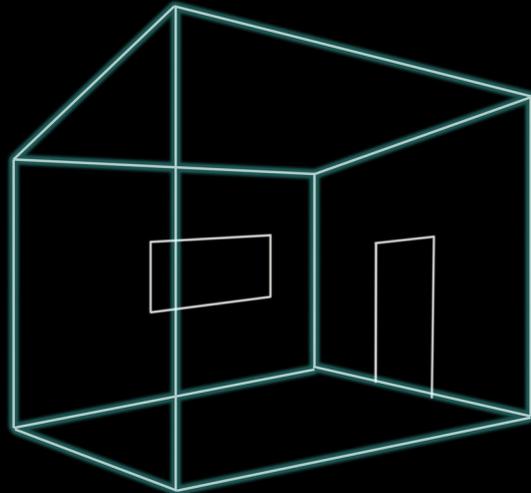
UNIVERSITI
TEKNOLOGI
MARA

Fakulti
Seni Lukis
& Seni Reka



ASTAKA TELIER

**DEGREE SHOW MARCH 2021
BACHELOR OF FINE ART (HONS)
DEPARTMENT OF FINE ART,
FACULTY OF ART & DESIGN,
UNIVERSITI TEKNOLOGI MARA, SHAH ALAM**



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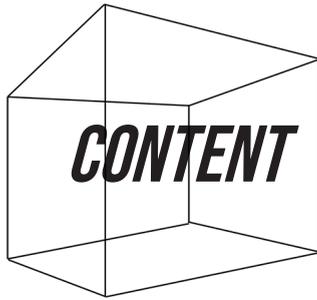
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**ASTAKA ATELIER
DEGREE SHOW MARCH 2021**



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	TIMEBASED
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A WORD FROM THE DEAN

Bismillahirrahmanirrahim,
Assalamualaikum Warahmatullah Wabarakatuh

Praise to Allah for giving his blessing for this successful event organised by the members of Fine Art lecturers and Final Year Students of Department of Fine Art, UiTM Shah Alam. Congratulations to all ! I am honoured to be able to share the joy alongside with the final year students of Department of Fine Art who have put in so much effort and initiative in a spectrum of creative work and finally ending in the final project with flying colours. In coping with the Covid-19 pandemic, we have gone through a new normal routine which has sparked actions to be a new standard in order to adapt to this challenging situation. This global pandemic has not been a hindrance and limiting our efforts, but becoming a challenge to conduct the prestigious and first ever virtual degree show (Astaka I Atelier) proudly brought to you by the Fine Art department. Alhamdulillah, I am grateful that we are given the opportunity to hold this prestigious event. While celebrating our final year students efforts, we are also showcasing their artworks virtually through this exhibition. This event's aim is to provide a space and chance for the students to exhibit their artworks, as well as sharing their experience and implementing their skills despite the pandemic. At the same time, this exhibition will be proof that the teaching and learning systems continue to run successfully and the students are able to produce artworks successfully despite being in their own limited spaces during the pandemic as everyone is aware of the government's advice that everyone must work from home.

With the theme of Astaka I Atelier, metaphors a representation of the students' magnification of their own significant studio spaces. As many know, in the faculty, students were formally given studio spaces to initiate and launch their works of creative ideas. Staying at home, means limitation of space. Finding and creating space was a major challenge for all students to produce their artwork at home. Therefore, on the strengths shown by the students, Astaka I Atelier, highlights the physical and virtual space. With the confinement of students in their respective limited spaces due to the pandemic, implicitly pushed the students to be more creative and critical in establishing a personalized space and try to utilize it to the maximum to produce their series of artwork.

Make your success today as a motivation to stay in performing work within the stipulated time frame. To me, this success is a pride and also a sign of appreciation to all the lecturers who have given their full support and guidance , to educate the students. On that note, with lafadz Bismillahirrahim, I hereby officiate the 2021 Department of Fine Art Final Year Degree virtual show exhibition, Astaka I Altelier officially open. Wabillahi taufiq walhidayah wassalamualaikum warahmatullahi wabarakatuh. Thank you all

Prof. Dr. Ts. Hj Ruslan Abd Rahim

Dean

Faculty of Art & Design

A WORD FROM THE HEAD OF PROGRAMME



Assalamualaikum Warahmatullahi Wabarakatuh,

All praises be to Allah S.W.T and with His blessing, I would like to welcome everyone to ASTAKA I ATELIER 2021 virtual art exhibition which is a great opportunity to showcase our student's final year project. The theme chosen for the exhibition is ASTAKA I ATELIER. This exhibition is a result of the collaboration between our lecturers and final year students who have put in tremendous effort.

Art education is one of the contributors to our art industry both locally and international. The objective of this exhibition is to exhibit and promote the artwork of final year students of the Department of Fine Arts professionally for the public. It also an opportunity for art lovers, galleries, and art collectors to appreciate students' work up close through virtual exhibitions. At the same, it can raise the name of the faculty as the leading art scene in Malaysia.

In this context of exhibition, ASTAKA I ATELIER will be the platform that relates with the aesthetic value in showcasing the ideas through the artwork and can be a great reference for future generations. As a young artist with fresh ideas, I am sure that the current industry will meet those fresh bloods to experiment and explore more creative ideas to create a great masterpiece.

The end of the line is the new beginning where they are ready to enter the next phase of life. All the best.

Mohd Farif Ab Jalil
Head of Programme
Department of Fine Art



A WORD FROM THE ACADEMIC ADVISOR

Assalamualaikum Warrahmatullahi Wabarakatuh,

Praise to Allah for the organizing of ASTAKA I ATELIER 2021 and proudly to announce that this year 2021 is the first ever virtual art exhibition from the Department of Fine Art. As a head of project and the academic advisor of this semester I would like to express my gratitude to all my beloved students and my colleague who gave their time and efforts to make this bachelor's degree of Fine Art Virtual Exhibition become a reality.

ASTAKA I ARTELIER 2021 is a compilation of 88 students' artworks from 5 different majors consisting of Painting, Printmaking, Sculpture, Ceramic Art and Time-Based Media. Their unique ability without a doubt will become a significant boost in the workforce thus helping the nation's economy that requires creative inspiration. Despite the difficulty that we faced during the circumstances of the Covid 19 situation, we still managed to have the teaching and learning via online throughout this semester. The struggles faced by the lecturers who spend their time in improving the student's knowledge and skills through consultations by using online platforms while the students had to engage and adapt with the new ways of studying.

I hope that this programme will be insightful one for all the members of the Fine Art Department especially the students who participated in ASTAKA I ARTELIER to further enhance and develop their creativity in producing masterpieces of their own.

In conclusion, this virtual exhibition is a platform to showcase the skill and ability of the students in producing their artwork with variant media and medium thus proving that our graduates from the Faculty of Art & Design are very talented and creative.

Mursyidah Zainal Abidin

Head of Project/Academic Advisor
Department of Fine Art

FOREWORD

“Self-trust is the Essence of Heroism”

(Ralph Waldo Emerson)

“Biarpun jauh dari mata
Takkan hilang di hati
Terus gagah melangkah
Pasti

Hari-hari yang ku lalui
Pada Tuhan ku berdoa
Waktu kan mengubati
Pasti

Wowowo percayalah
Wowowo selamanya”

(Lyric - “Percaya ” by Hazama, Dina, & Astro Radio All Stars)

Much has been said, written, discussed and even meme about with our current predicament. People's lives globally have been affected. Some got the worst of it, some, like the manufacturing and pharmaceutical companies gained capital income from skyrocket sales of face mask, and now, distribution of the Covid vaccine. It's not a secret.

The virus itself is not to be blamed. It evolved and does what every God given creature is doing; 'living and reproducing'. They consume and reproduce to survive and continuously survive. Like how giants Killer Whales are surviving by feeding on penguins and pregnant seals or how Epiphytes derives some or all of their nutritional requirement from the host plant. This living and reproduction (and maintaining the circle) is of course also a momentous endeavour for the human race.

Culturally, 'learning' too plays a huge part in sustaining these living and procreation necessities. With good academic qualification there is a standard belief in one getting a good job, hence creating a more stable family for oneself future. Thus through institutionalized education, the academic model has been a part of this strive as early as the birth of modern times. Unfortunately, when the instruction to close all educational institutions was done it gave life to a new bleak world of learning (and teaching) for everyone. Tertiary education for ex-

ample which has become a social entitlement that needed to be sustained, no matter what was no exception. It was not an easy challenge, especially for modes of studies that are dependently face to face and tactile. Instructor need to smell and taste the pastries that are bake by their culinary students, sculptures need to be physically see and touch of how the materials that are shape and bent felt and appears to the naked eye by the art lecture. And yet all of these had to be done online! It was a miracle that these forms of bodily and physical learning were managed and rationally executed from start to finish, with our very first 100% ODL (Open Distance Learning) Fine Art students graduating this year. Even though the devils is in the detail, it is still unprecedentedly historical.

In hindsight, what made all the teaching, learning and assessment an achievement, boils down to the most fundamental aspect of human values - TRUST. Trusting each other to do the right thing might sound cliché, but it has never been so true and important. Whether it is from the students themselves or even the teachers. As all academic courses need proof of their learning outcomes, lecturers had to trust artistic and creative productions that are seen digitally from the computer or mobile screen presented by their students. Students have to trust their lecturer's judgement when they are commenting on the physical nature of their work in a non-face to face class. And the university's management also had to trust their staff in them conducting their classes and working ethic as how it is being stipulated in their employment contract.

I'm sure all have juggled with their own trust 'issues' in some form or manner.

Accordingly, let me take this moment to congratulate the final years Fine Art students for coming this far. I trust all of them have given their best. And I trust they will continually do their very best when this is all over. Hopefully soon In Sya Allah.

Dr Mohd Fuad Md Arif
Head of Study Centre (Art)
Faculty of Art & Design

ASTAKA **TELIER**

Astaka is a romanticization of both physical and virtual spaces which each student has to utilize creatively due to the current pandemic situation rendering the faculty's studio space unable to be used. Each student has successfully carried out their art making activities in their respective spaces. Although smaller in size, having to establish such space embodies the essence of having a personalized 'Astaka' at home. The 'Astaka' also extends to the virtual space that documents the processes that the students have gone through throughout the semester, such as lectures, critics sessions, preview sessions, final presentations and exhibitions. 'Atelier' on the other hand is a reflection on the student's final year personalized studio within their space, which involves the process of creating, thinking, discovering, constructing, observing, evaluating and presenting in the form of artworks.

The public is aware of what is happening in the world, where the most critical pandemic virus is being debated around the country and across the globe, including the COVID-19 outbreak, which has limited most since the implementation of new government regulations. For example, social distancing has been introduced, the use of half-face masks is required, virtual learning has been implemented, and others. This is because Malaysia has introduced a new policy so that the Covid-19 chain will be determined in the expectation that the people can consent and collaborate well.

Therefore, on the strength of the collaboration highlighted by the students in their respective space, Astaka and Atelier, which indicates the physical space and virtual space also acts as a representation of the student's magnification of their own space. To sum up all that has been stated earlier, it means the confinement of students in their respective spaces due to the pandemic, implicitly pushes the students to be more creatively critical in establishing a personalized space to be utilized to produce their series of artworks.



poem reciting while wearing masks as background sound

<p>SCENE 1</p> <p>Duration: 20sec present how mask disrupt communication</p>	<p>SCENE 2</p> <p>Duration: 40sec zoom in motion effect to scene 2</p>	<p>SCENE 3</p> <p>Duration: 60sec present hand gesture, green screen inc.</p>
<p>SCENE 4</p> <p>Duration: 1min zoom in motion effect add new subject.</p>	<p>SCENE 5</p> <p>Duration: 1min 20sec present body language, green screen inc.</p>	<p>SCENE 6</p> <p>Duration: 1min 40sec zoom in to subject, green screen to scene 1</p>



Time Based Media

Tuesday 3.11.20 9am - 4pm

Day 1

<p><u>Time Based Media</u></p> <p>Afiq Hafizuddin Aliamias Afiq Romi Ezlyn Suhalla</p>	<p><u>Ceramic</u></p> <p>Aiman Syariah Izzati Nadia Adillah</p>	<p><u>Printmaking</u></p> <p>Zikry Elliana Galsara Nurina Izzat Amelia</p>
--	---	--

1st

critique session

Academic Session Oct 2020 - Feb 2021

Wednesday 4.11.20 9am - 4pm

<p><u>Sculpture</u></p> <p>Auliah Mayra Aina Nayli</p>	<p><u>Painting</u></p> <p>Nursyahmi Umni Dzur Fazreen Soleha Ezzaty Yasmin Afiqah Faezah</p>
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Stay at Home Online Learning
Department of Fine Art
Final Year Students (00)

FET684 P

Day 2

Practices

Mohamad Izzat bin Aziz is presenting

HOW DID YOU INVESTIGATE YOUR IDEA?

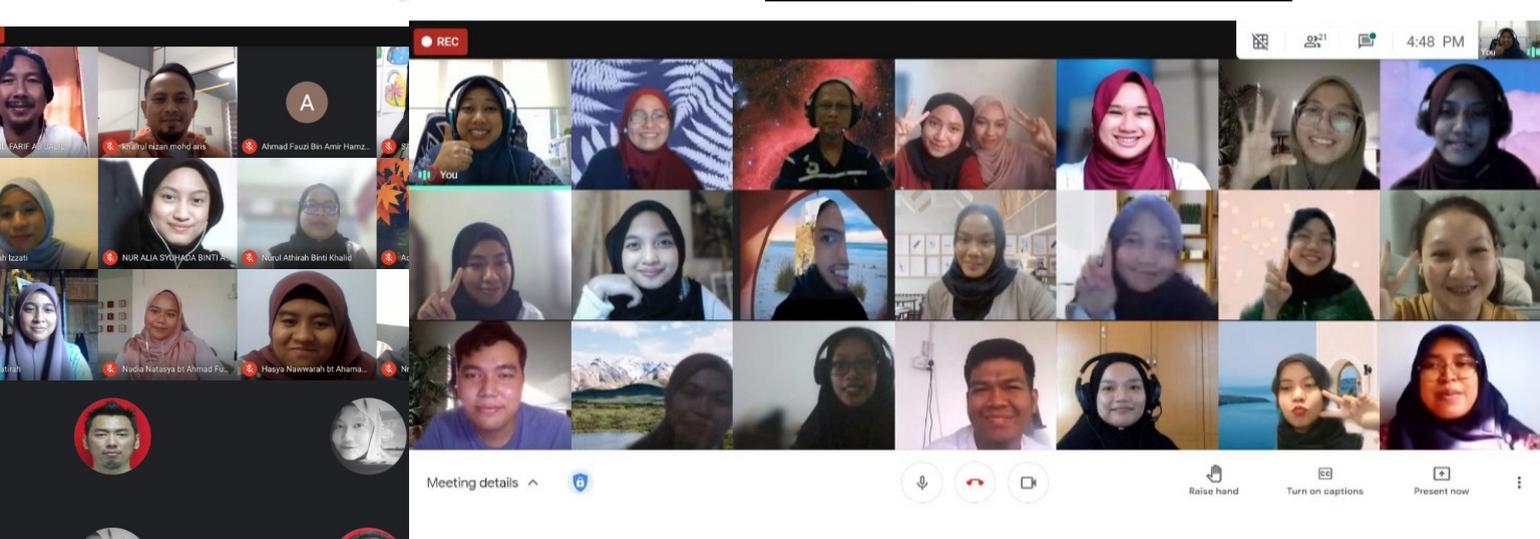
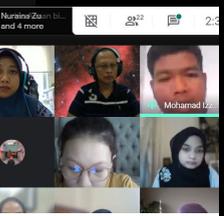
Research through the Digital Application (Picsart)

- an automated tool-used to abstract high-definition images the style of pixel art.
- easy for me to construct a pixelation image using the Picsart application.

Field Visit and Observation

- to explore how the potential of plastic waste that will be used in the creation of artwork.
- a briefing organized by Persatuan Aktivis Sahabat Alam (KUASA)-the goal of the visitor to reduce the effect of human food intake on monkeys in Taman Paya Bakau Lumut.
- I collect the plastic food packaging in order to discover the context of people or visitor that came to that place to feed the monkey. By giving them human food, it will harm their own habitat. They have to eat based on their food.
- the data that will be obtained in order to visualize the Southern digital macaque on plastic food packaging.
- I was inspired to depict the Southern digital macaque in the shape of plastic food packaging to be repi media.

Others- readings of Article and the associated literature details were determined to be categorised as themes of this study.



Printmaking



Day 1- Monday 23/11/2020 9am-4pm

Painting

- Nurulhikmah
- Awis
- Syazna
- Fudhail
- Batrisyia
- Nurshaliesia
- Aina

Sculpture

- Saiful Imaan
- Faisal
- Myra Dilaila
- Fazuwan
- Safwan
- Kuazudi

critique session

2nd

Academic Session
Oct 2020-Feb 2021

Day 2- Tuesday 24/11/2020 9am-4pm

Printmaking

- Fatihah
- Atikah
- Hanania
- Husnairah
- Salmi
- Yusnora

Ceramic

- Amyliana
- Nurul Athirah
- Hasya
- Alla
- Sarah

Time Based Media

- Yasmin
- Balkis
- Hanis
- Asmira
- Fatin
- Ramdani

Open Distance Learning (ODL)
Final Year Students 06

Critique Session 3

MONDAY 28/12/20 9am - 4pm

Ceramic

- Amirul
- Fatin
- Syafiq
- Nik Nur Syariah

Timebased

- Nur Afiffah
- Fazi
- Amin
- Amirah

Sculpture

- Naziroh
- Fakhrurrazi
- Atif Syahmie
- Aqil
- Allia Suhaili
- Darwish

TUESDAY 29/12/20 9am - 4pm

Painting

- Norman
- Syamimi
- Nurdiana
- Sharmeen
- Shazreena
- Zulaikha
- Amza
- Aiman Fadhil

Printmaking

- Azroul Azim
- Iliy Zafirah
- Nuraina Zulaikha
- Qistina
- Sri Atika
- Syafiq
- Syahrhun
- Syahirah

Stay at Home Online Learning
Department of Fine Art
Final Year Students (06)





TIMEBASED MEDIA

RAHMAN AMIN

The present exhibition is different from past events as a result of two major events since then. This is the first time where students had to experience full On-Line Distance Learning (ODL). This was also the first time the 17 students Majoring Time Based Media succeeded in completing their studies.

The teaching and learning of fine Arts is synonymous with the face to face (F2F) approach. Traditionally, this was the approach to build future graduates. However, the change in approach has brought about many questions. Among them include the effectiveness of on-line learning of the arts and the quality of the graduates. These questions are felt by the lecturers and students. The lecturers needed to ensure that their teaching and learning meets the level intended. Students also needed to ensure that what is conveyed can be digested and understood

These challenges are even more critical as this was the first time the Faculty of Fine Art will finally have graduates Majoring in the new Time Based Media. In order for the lecturers to achieve the objective of quality in graduates, lecturers need to also understand the problems that students face and find solutions through the screen. At the same time, students needed to adapt to the new normal. Most of them were staying with families that had also posed additional challenges that were very different from on-campus learning.

Within the many limitations of the situation, learning finally proceeded to completion and thankfully all the students had succeeded in completing their assigned tasks to the level expected. Praises and congratulations are most appropriate to all students who have shown high commitment. Tireless efforts displayed through their grit are keys to their success. This same passion if practised and sustained, no matter the challenge, Insya Allah all will be overcome.

Our appreciation and thanks to all fellow lecturers who had tirelessly guided the students through their critique and fruitful suggestions. The struggles and sacrifices were evident in the artwork that these students have created. These have portrayed the commitment of the institution known as UiTM in training graduates of quality and calibre.

Let's appreciate this creative passion in this exhibition.

Rahman bin Amin

Time based Media Lecturer

A WORD BY STUDENT

TIMEBASED MEDIA



Alhamdulillah, thanks to the divine presence because with his bounty, my friends and I were able to finish our study for these 3 years. The Shah Alam campus, Universiti Teknologi Mara will always be remembered in my heart until the end of life. “Dimana bumi dipijak, disitu langit dijunjung” at the Faculty of Art & Design (AD) too many memories are created. The various feelings of being an art student are indeed challenging. The first time I went to UiTM, no one understood how happy I was to gain knowledge and new experience in art. With the obligations taken on, pressures must be met in order to achieve future satisfaction. The joy of learning will be enjoyed until it is completed. This majoring has its own challenges, as a new media in producing an artwork the challenges come from the ideation, the concept and in the form of technical and spatial aspects. Variety of media, medium, tools, gadgets, and space to produce the artwork such as video art or an installation are required. This is not only a medium in the production of works but other disciplines that can be applied as a set skill.

The pandemic has had a major impact that has transformed all education systems into an online method. This forces the education system to use the online platform to replace with the physical classes such as Zoom, Google Meet, Google Classroom, and others. With the new norm, it cannot be helped that there are some turbulences, and it took time for all of us to adapt. However, thankfully all of us, still can get throughout this all semester till the final. Finally, I would like to thank all my friends who are always together through thick and thin, especially to the friends in the Fine Art. Our meeting was only temporary, but it left millions of memories.

As a first batch in majoring of Time Based-Media, this batch will be the benchmark for the other junior students' references. Therefore, here I am, representing all of my friends and would like to express my gratitude to all the lecturers, especially the lecturers from Time Based-Media Mr. Rahman Amin and Mr. Muhamad Khairi Shamsuddin for guiding and encouraging us for these 3 years.

Afiq Hafizuddin bin Mizan

Majoring in Time Based Media



AFIQ HAFIZUDDIN BIN MIZAN

afiqhafizuddin54@gmail.com

The artist is interested in sound as an art element. Using sound to create space which is somehow inhabiting a room and interacting with it in three-dimensional sound structures as well as in a spatial experience and exploration of sound. The artist uses sound to create static sound art that can be explored. Elements like patterns, repetition and spatial structures in general take part in this process. Besides that, this work is made to get a response from the audience.



Mundane vibration 1

Plywood, Arduino, 5v motors, beard board, metal bowl and metal bracket.

137.16 x 91.44cm, 2021



Mundane vibration 2

Plywood, Arduino, beard board, servo motors, ping pong ball and paper stick.

121.92 x 91.44cm, 2021

ALTAMIS BIN ZAKIR AMIR

altamisart@gmail.com

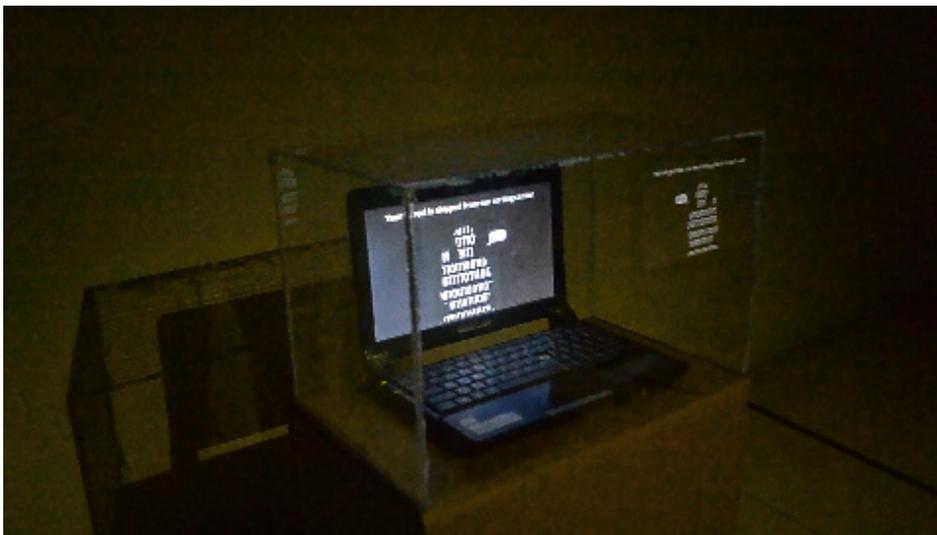


People nowadays live in both the physical and virtual world. The duet of these two has made people evolve into something out of the ordinary, and the pandemic really conveys that both worlds are prominent for survival. The artist is trying to retell his experience with the usage of e-Wallet during the pandemic since it has grown on him.



Choice

Box, masking tape, projector, single-channel video (Color,Audio)
00:00:50 sec (Loop) ; 16:9;
1920 x 1080
Overall size: 182.88 x 96.5 x 72.17cm,
2020



Waiting

Acrylic sheet, glue, Blackcube notebook, box, single-channel video (Color,Audio)
00:00:40 sec; 16:9; 1920 x 1080 pixels
Overall size: 36 x 32 x 92.96cm, 2021



AMIRAH ATIRAH BT AB AZIZ

The idea came from the observation of the artist and her family's daily life with screen media during the Covid-19 pandemic. The idea is not just based on herself and the family but also includes what the societies nowadays usually do every day and everywhere. All of the revolution technology has also made our lives easier, faster, better and more fun. However, this technology has a serious bad effect on people. It seems that people can't keep themselves away from a smartphone for even a minute, which is a serious problem that occurs nowadays. Basically, these artworks depicted a looping animation using a cartoon character from the 1900 art concept based on the attitude of humans when playing with their smartphone.



Flash Light

Loop animation
00:13 sec; 4:3 ; 550 x 440
pixels, 2021



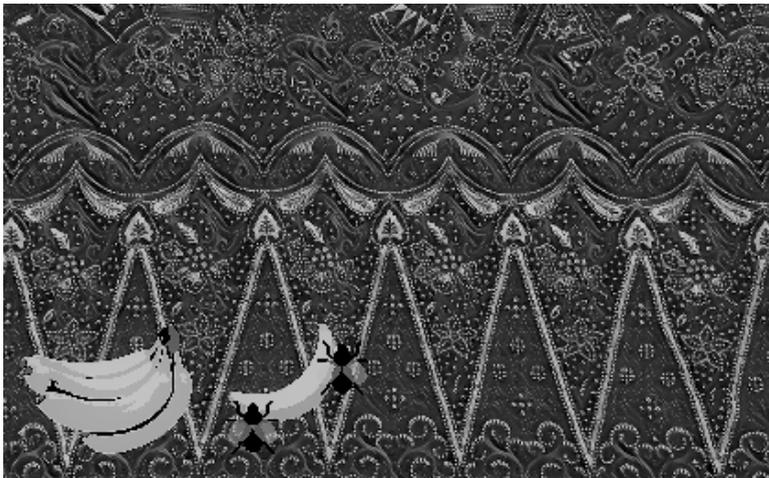
StairCase

Loop animation
00:13 sec; 4:3 ; 550 x 440
pixels, 2021

HANIS AFIFAH BT KAMARUZZAMAN



A series of video art about the uniqueness of heritage and cultural identity of Banjarese people in Sabak Bernam, Malaysia by using the style of situationist and digital animation, is made by using digital image technique. As a person of 'Banjar' descent, the artist has found various uniqueness of heritage and cultural identity of Banjarese people such as the language, attire (batik Sasirangan), sound, food, tradition and art of language in daily life from childhood until now. The artist uses the language, pattern of Batik Sasirangan, traditional music and traditional food as the main subject matter in producing a series of video works. It can be seen that personal and cultural context is shown in the artworks because this topic is so close to the artist's life and can easily be shared to the audience about the uniqueness of heritage and cultural identity of Banjarese people in Sabak Bernam, Malaysia.



Kaganangan

Digital Animation with Sound.
00:01:26 min; 16:9; 1920 x1080
pixels, 2021



Muzik Lawas

Digital Animation with Sound.
00:00:56 sec; 16:9; 1920 x1080
pixels, 2021

MOHAMMAD AMIN BIN JALINI

mohdamin972@gmail.com



Corruption is an activity where a person obtains freedom, contract or privilege from the authorities or a company after giving money, gifts, entertainment to those parties. Corruption is a problem that always happens among civil servants such as politicians and police officers in Malaysia. These people are dishonest in working by abusing their power as the main purpose is to enrich their relatives such as family members and friends. The occurrence of this situation is due to poor law enforcement.



Corruption is Crime

Installation Art and Video Prjector,
2021



Corrupt Police

Installation Art and Video Prjector,
2021

MUHAMMAD FAZI FHARAZIL BIN AHMAD ROSDI

The artwork is about the artist's precious experience as a child who was fighting fish which is called betta fish and was still interested in it until now. The artwork also tells about childhood behaviour which was related to betta fish. In the video work, the artist is documenting in video and the medium used in the artwork is acrylic as part of the installation artwork and represented in the form of a 3D work. The final artworks are made in landscape and portrait style which use a mobile phone for recording. The artworks show historical and personal context from childhood experiences with betta fish that continue until adulthood. A social context of poverty is also shown in these artworks as the artist had no money to get his favourite betta fish. Due to the lack of money, bad behaviour is shown as described in the video work.



Reminiscing on the behance
Single-Channel Video (Colour,Audio)
2020



Bad Behaviour Childhood Memories
Acrylic, fabric, canvas,photograpgh,sin-
gle-channel video (Color,Audio), 2020.



MUHAMMAD AFIQ BIN MOHD ROMI

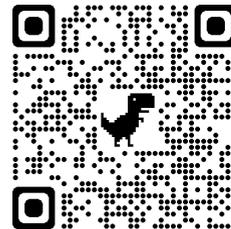
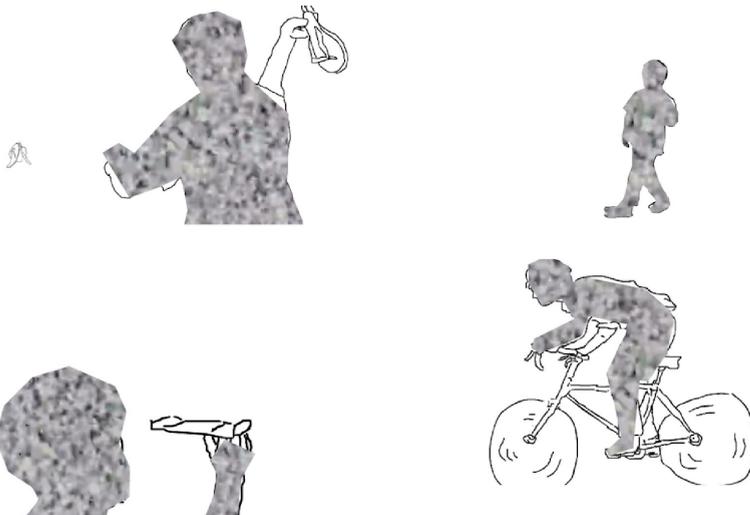
afiqartist@gmail.com

Time and memory are really interesting topics and an important thing in our life. Once a time period has passed, it can no longer be truly experienced ever again. Thus, making the saying of “enjoy the moment” much more significant. Especially in this global pandemic era, where a lot of us have gone through isolation. Thus, making the need to appreciate every moment much more prevalent. But in order to do so, we can’t disregard our past totally. By appreciating our passed memories, subsequently the concept of enjoying the moment will come to us. Hence, the idea and need of documenting the artist’s memories in Labuan as a way to appreciate the memories.



Home Sweet Home

Virtual Tour Website
2021



Routine series

Video Animation
00:00:16 sec; 16:9;
1920 x1080 pixels
2021

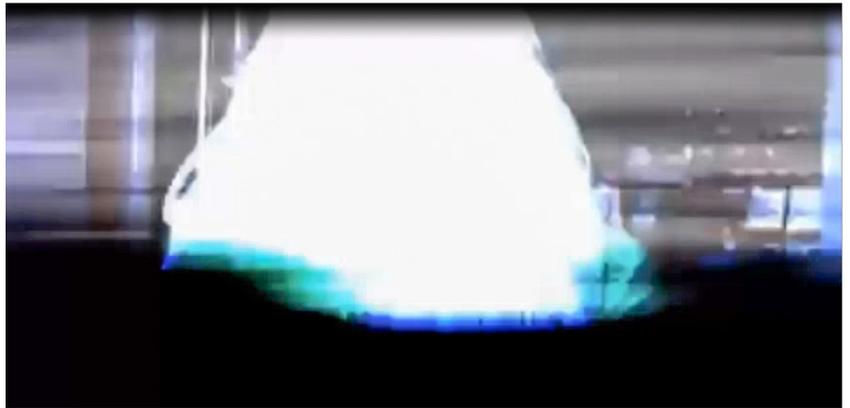
NUR AFIFFAH BT MOHD FADILLAH



This artwork is about the artist's interpretation on how to find freedom during quarantine because this issue is very familiar among everyone. The artwork with a background of an epidemic that attacks around the world. This is the artist's interpretation about finding freedom in confinement, which is depicted in the artwork that everyone has limitless movement. In addition, controlling emotions and health wisely during quarantine is a must because it can cause uncomfortable in our space. During confinement, the memory to recall what we love to do and most missed before the epidemic. Through this way, the artist tries to recall a memory that he missed the most and applied it to the time-based media artwork.

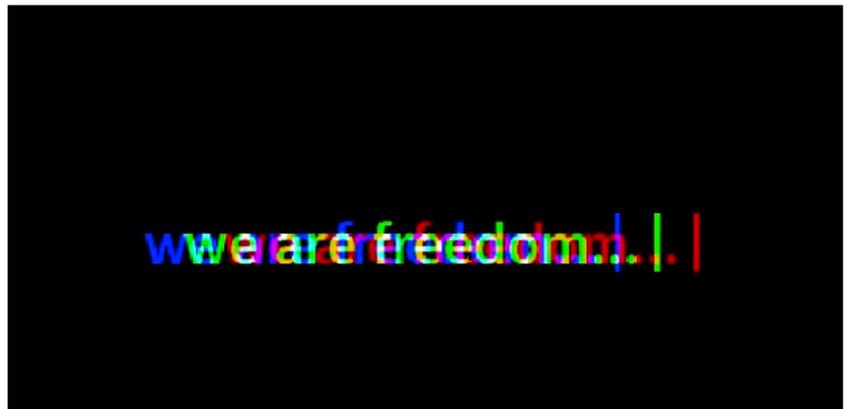
My Freedom

Projection setting and single-channel video, 2021



Are We Freedom?

Projection setting and single-channel video 2021





NUR EZLYN BT ABDUL JALIL

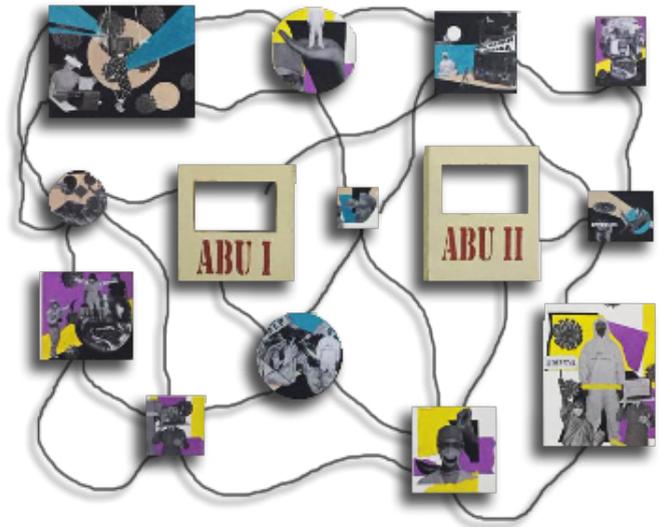
ezlyne120@gmail.com

The Covid-19 pandemic has been a significant pressure on our healthcare system. Seeing how doctors and nurses risked their lives to take care of patients, the artist was inspired to express deepest gratitude using paralinguage communication in video collage animation. The idea of paralinguage communication is one of special ways to express emotion without having an explanation through words. It can create a positive atmosphere by showing gratitude to the frontliners. Mr. Abu, who is the main character, is wearing full PPE suit to present the front liner. The image of hand gesture, eyes movement and body character is chosen and then animated as a movement to show appreciation to the frontliners in the term of paralinguage communication.



Message To The Front Liner I

Video collage installation (Loop),
image transfer on playwood, yarn
00:00:39 sec
Overall size: 60.96 x 91.44cm, 2021



Mr Abu Is Tiring

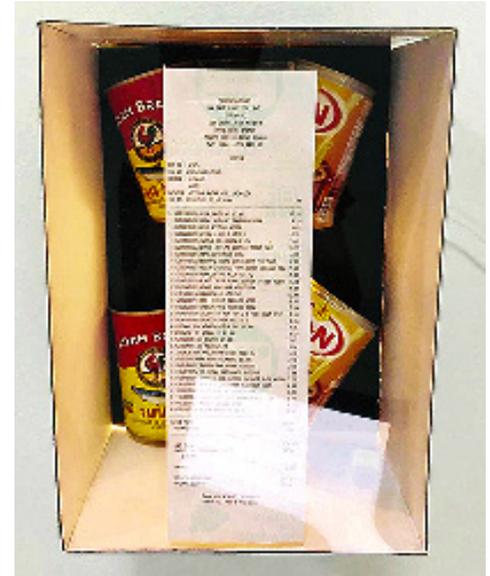
Video collage installation,
painting on canvas, yarn
Video 1st: 00:00:56 sec
Video 2nd: 00:01:42 sec
Overall size: 152.4 x 182.88cm
2021



NUR FATIN AZILAH BT AHMAD



The artist has produced artworks about panic buying during the Covid-19 pandemic, which is one of the situations that always occur when the pandemic happens. In this artwork, the artist has been using fauvism style painting in the augmented reality (AR) artwork, wall installation and QR Code scan as a medium to present the artwork.



Panic Buying

Nine Rolls toilet paper, augmented reality video, 2021

Money waste

Mountain board, milk tin, Sardine tin, Glue, Buying receipt, augmented reality video with sound
21 cm x 30 cm, 2021





NURUL ASMIRA BT SAPIAN

The idea is about internet connectivity problem during online learning sessions, which is one of the technical problems that affect student learning. Severe internet connection disruption that often occurs due to weather and residential factors having internet connection problems. The artist chose this topic based on experience while conducting online learning and having internet problems during Movement Control Order (MCO). In the artworks, the artist uses the concept of a glitch, which means the interruption or problem of the internet connection and visualises the situation and experience sticking to the main idea.



No Connection

Video animation, digital print on frame & augmented reality

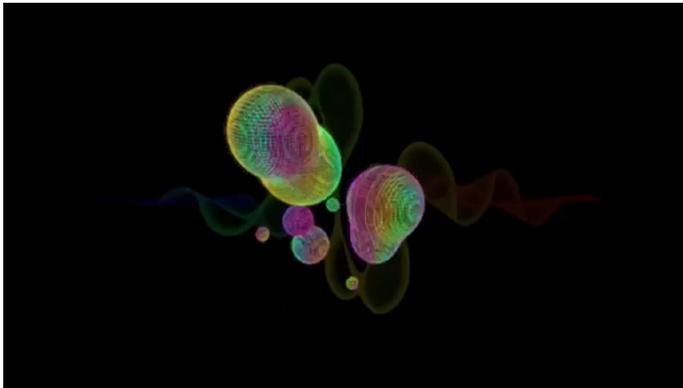
00:00:11 sec

21 x 29.7cm, 2021

RAMDANI TAMARA BT MD RIBI



The artwork uses video as a medium and digital art as a technique to define space and form which has been animated with the visual development, taking beans as subject matters and translates them digitally as a motion in making the repetition video animation through a screen display. The goal is to explore how animated motion is used with digital art to create an animated video, which is an easier way to communicate the idea to the audience. This animation is to express the uniqueness of beans while defining different types of beans. The beans are varied, and each bean has a different seed-starting of the plant and has their own unique characteristic. This is because beans grow and other plants that are influenced by environmental stress, in which case the poor environmental conditions such as too little water will damage a plant directly. To think about bean growth, there is the same condition as a human, which is the source needed to be alive. Time-based media has taught the artist to think about how this animated video influences art making and how the constraints of a project can serve to inspire and stir up a creative process rather than undermine it.



Variety

Screen Display Animation
6.27 Mb (1 Minute 13 Seconds) ,
2021



Cycle Life Of Bean Plant

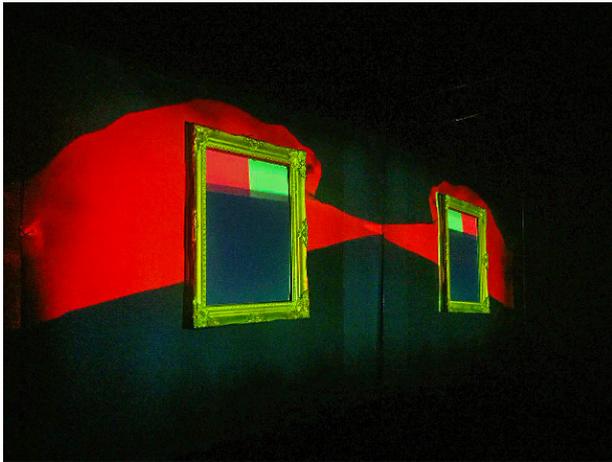
Screen Display Animation
00:01:17 sec;16;9 ;1920 x 1080
pixels, 2021



SITI BALKIS BT MAHD SALLEH

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The theme that has been chosen is nature and human waste. Conceptualize the water crisis in Selangor through experiences in exploring the new meaning in a series of artworks, a never-ending situation that happens every day with this water problem from the artist's point of view, which is unpredictable. By placing herself as a floating meaning, the artist interprets the emotion that has the same scenario which happened whenever it has water or without water. In the end, it is depicted as the artist is floating in the water, allowing things to push to any flow that has no direction. By using Dadaism style, the artwork has resulted in the expression that develops from the artist herself.



Top Left : **Ambush I**
Installation video art, projection, frames, mirror
00:02:00 min; 16:9
2021

Bottom Left : **Floating II**
Installation video art, projection, frames, mirror
00:02:00 min; 16:9
2021

Top Right : **Crisis II**
Installation video art, projection, frames, mirror
00:02:00 min; 16:9, 2021

SUHAILA BT MOHD SALEH

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Culture is not stagnant. Like the shadow of the sun always ever-changing, Malay traditional houses will also be in transition moving with the era. The architectures do not exist on their own, but the surrounding environment brings it to life; hence its appearance changes at every chance. The artist has been observing traditional houses in Melaka for years and found the similarity of space shared among the houses although its design of the interior and exterior have changed. The work formed through abstraction of the constant space and paired with LED light to imitate the 'modern' characteristic of neon light. Symbolization used also came from personal observation of surroundings, and this has affected the process of the art making and the visual in the artwork.



Opac Spacity

Armchair, Led light strip,
Projector
167.64 x 121.92 x
60.96cm, 2021



Head Outside

Ledlight strip, indoor plant, reuse woods
60.96 X 51.816 x 76.2 cm, 2021



Round The Room

Led light strip,
Projector
60.96 x 152.4cm,
2021



YASMIN HUMAIRA BINTI BAWADI

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In relation to the urbanization of hometown, there were buildings that were recently build. Although the things outside happening is hectic, the home that I once knew is still calming. The artwork itself is a manifestation of inner thoughts using subjects that were linked to recent and memories. Focuses on the personal space of room. An intimate and personal space that is shows an identity of an individual. The traffic light represents the time (go, stop, and slow down) the pace of life, the eyes is representing the surroundings (being guarded by other people's opinions) although they can peek in, only selected can entered. The Pacman is sort of a metaphor of my past selfpersonality. Clothes is a sense of individuality and it is what makes a person. A personal space that is also very intimate, can tell a person's personality through their clothes. Due to the different fashion taste over the years, I cannot recognize my past self-characteristics as it differs too much from the current one. This piece allowed to accept those changes and embrace them as they are.



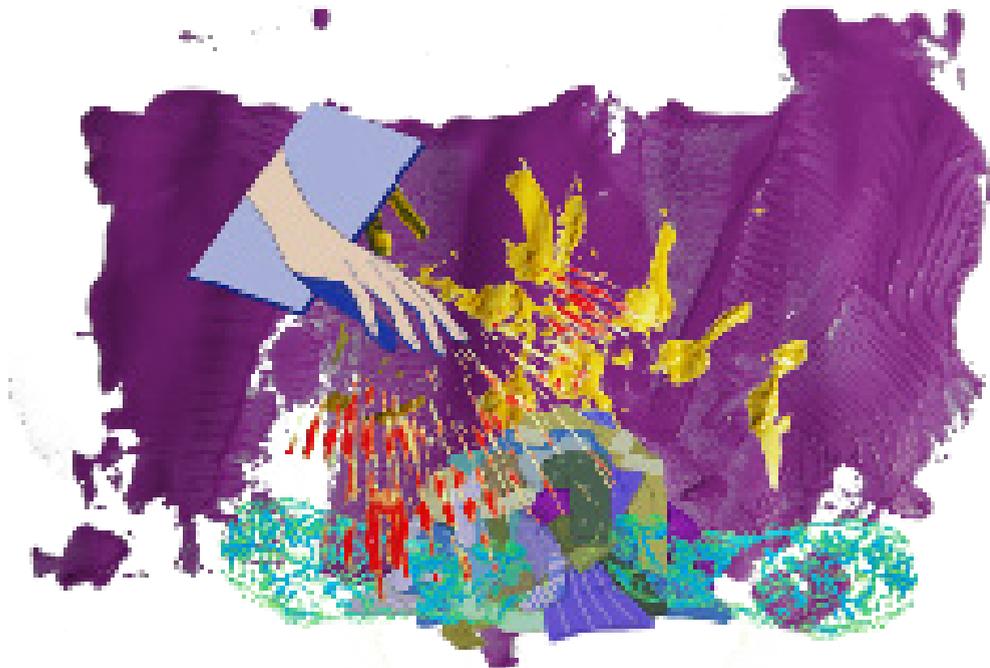
Murder by the porch

Single Channel Video projec-
tion on object
19.89 sec, 2021



Lived and Forgotten

Digital painting and
augmented reality, framed and
video projection
42.0 x 59.4cm, 2020



Lived and Forgotten III

Digital painting and
augmented reality, framed
and video projection
42.0 x 59.4cm, 2020

