

The Development of the Art of Design Basic on Casual Clothing Collaboration of Longevity Ornaments and Pengeretret

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The basic development of art and design in casual clothing with the collaboration of Longevity and Pengeretret ornaments is a study of student creativity in creating regional cultural products that are developed following the development of today's technology. The method used in this creative activity is descriptive explosive. The stages of basic development of art and design in casual clothing are as follows: concept map design, shape sketches, motif design and fashion design in corel draw, embroidery motifs and application to women's casual clothing. This creative activity can produce creative, innovative, and unique products in the field of textile and fashion design. Thanks to the knowledge and skills acquired by the younger generation, it is hoped that later they will be able to create new jobs in the field of art and design. So that the preservation of regional culture continues to develop well.

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I. Introduction

[1] Development is a process of specification of the design into the form of a work product. Development produces a process of learning materials. Development is a broad issue of the process of beginning to end analysis such as contextual analysis.

[2] In essence, the basis of art and design in a product has an inseparable relationship with each other. In general, the product is designed to contain elements of art and the function of the product design, so that it contains heuristics and aesthetics that need attention. Several types of products are produced from the basis of art and design such as fashion products, home interior equipment, vehicles and so on.

[3] The model basically departs from a framework for the development of theory, research to produce product works. The process of following a certain model carried out by the researcher, a number of inputs will be obtained for improvement of the product results, this can be in the form of teaching materials, media, product results, and other products.

[4] Aristotle explained that true art is an imitation of nature which has appropriate and ideal properties, in accordance with the proportions of nature. So this opinionis concluded that the true power of art can be expressed, if a work is only owned by one's imagination and is impossible.

[5] Basic art and design learning is more ideal when applied to project-based learning, where this learning model is an innovative learning, emphasizing contextual learning through complex activities. It is concluded that project-based learning can be defined briefly as a learning model that organizes projects.

[6] The world of fashion is always developing and competing in creativity, both in terms of models and the quality of the materials used. In the past, primitive society could not be said to be dressed as a dress because the art of dress emerged after people wore body coverings from animal skins, bark, to woven materials. So that the thought develops before becoming a complete dress, first making a pattern, sewing it, but before the sewing process a design is made that is inspired by something or is called a source of ideas.

[7] Casual fashion design can be realized through a source of ideas. Where the source of ideas can be obtained from the idea of khayati (flora and fauna), non khayati (nature), and costumes of the century BC. So that creative clothing can be interpreted as clothing that is created through the process of discovering something new through patterns of thinking or ideas that arise spontaneously and imaginatively, which produce scientific products, inventions, and mechanical creations. Thus, creative thinking or creative thinking is an act of thinking that produces creative ideas or ways of thinking that are new, original, imaginative, and independent.

[8] Thus the author wants to provide innovation through the creativity of creating casual clothing products with the idea of collaborating with longevity ornaments and dragging. These ideas are the background for the ideas of two different cultures, but were created into a unique unit with artistic and cultural value. The creation of casual clothing with the source of the idea of longevity and dragging ornaments has never been made before by students majoring in PKK (Family Welfare Education) in learning the basics of art and design.

Whereas clothes that can be produced with the source of the idea of longevity and dragging ornaments can give interesting results with a unique combination of colors and shapes.

II. Methods

This research applies descriptive explosive method. This method is a method of finding new inspiration with critical thinking to produce new designs that have never been designed by others. This method creates a new product, namely casual clothing, a collaboration of longevity ornaments and dragging. Some of the basic learning stages of art and design in casual clothing are as follows:

1. Concept map

A brief pattern of thought that contains the essence of the new product design process, starting with the background of creation, theoretical studies, discussion of materials and equipment used, product manufacturing processes, to the market place. So that readers can understand briefly the products that will be produced by designers and researchers in the field of art and fashion design.

2. Sketch the shape

Shape sketches are repetitive strokes that are done manually with drawing paper and pencil media. Scratches with various types of lines produce new shapes designed from the source of the idea, namely the collaboration of longevity and dragging ornaments in casual clothing.

3. Design of motifs and application of motifs to clothing

The design of motifs and the application of motifs to clothing are designed using corel draw media. Motifs and designed by applying the elements of art and design principles. The application of art elements and design principles produces two-dimensional forms that have unique aesthetic and ethnic values.

4. Application of motifs to casual clothes

The application of motifs to casual clothing uses yarn and fabric as the media to produce women's casual clothing. The motif design is designed using embroidery threads with embroidery techniques. Then the motif is applied to casual clothing with a machine sewing technique. Casual clothing is made with clothing patterns that are designed according to the concept, then cut on the edges of the fabric and then machine sewn. The motifs applied to fashion designs produce unique, innovative, and creative clothing.

The process of making the basic motif design collaboration with longevity and dragging ornaments on corel draw media:

1. Drawing paper

Drawing paper measuring 5 X 5 cm by clicking file, new, then the create a new document table appears. Then fill in the name table: longevity and dragging basic motif designs; width 5 cm; height 5cm; rendering resolution 300 dpi; primary color mode RGB; preview mode enhanced; and click ok. Then the corel draw screen appears on 5 x 5cm drawing paper.

2. Outline (lay out)

The outline of the shape is made using the rectagle tool by pressing ctrl and shift simultaneously, then a rectangular shape appears in the center of the drawing paper whose shape can get bigger. Set the line thickness as desired by the creator by clicking outline width 0.5 mm. The rectangle tool line is colored black by clicking the right mouse button and clicking the black default palette. Then the outline of the rectangle tool is black or light brown.

Thus making a circle line by pressing the ellipse tool simultaneously shift and ctrl. Then the shape of a circle line appears in the center of the drawing paper whose shape can be enlarged according to the desired concept.

The shape of the lizard line is made using the pen tool by clicking on each corner of the box shape using the left mouse. Coloring the outline of the box clicking the default black palette with the right mouse. Thus the formation of the next checkerboard line to form a stylized lizard.

3. Color 1

The process of giving 1 red color to the shape of a lizard. Click the pick tool; click the box shape to be filled in red; click the red palette default using the left mouse. Then appear in the middle of the box containing a red color.

The next stage is the process of repeating the basic motif form into a composition that is in accordance with design principles, as follows:

1. Drawing paper

Drawing paper measuring 2 X 2 cm by clicking on file, new, then the create a new document table appears. Then fill in the name table: longevity and dragging basic motif designs; width 2 cm; height 2 cm; rendering resolution 300 dpi; primary color mode RGB; preview mode enhanced; and click ok. Then the corel draw screen appears on drawing paper measuring 2 X 2 cm.

2. Duplicate the basic motif on page 2

Open page 1 select all basic motif shapes by clicking the pick tool; click group objects (Ctrl G), then all shapes in the basic motif become one unit; click ctrl C on the basic motif on page 1; and click ctrl V on page 2, then the duplicate of the basic motif 1 appears on a new 2 X 2 cm drawing paper and the basic motif 1 is reduced to 0.8 X 0.8 cm using the pick tool; then ctrl c duplicate template 1; ctrl v then appear duplicate basic motif 2; ctrl c duplicate basic motif 2; ctrl v then appear duplicate basic motif 3.

III. Composition of basic motifs

Then duplicate basic motifs 1, basic motifs 2, and basic motifs 3 are composed in a diagonal arrangement; pick tool for all basic motifs; click group objects into a single master motif.

The process stages of the application of the motif master in the fashion design using Corel Draw media are as follows:

1. Drawing paper

The process of making new drawing paper in design mode, namely: click file, new, then the create a new document table appears. Then fill in the name table: longevity and dragging basic motif designs; width 8 cm; height 20cm; rendering resolution 300 dpi; primary color mode RGB; preview mode enhanced; and click ok. Then the corel draw screen appears on drawing paper measuring 8 X 20 cm.

2. fashion design

The stages of making fashion designs in Corel Draw are as follows: 1) Making fashion designs can be done by displaying scanned results of manual mode illustration sketches that have been saved in E data on Corel Draw drawing paper. 2) Then the fashion mode can be lined following the outline of the shape using the pen tool. 3) coloring in fashion by clicking on the pick tool a certain part of the fashion illustration. 4) choose a color by clicking on the default light brown palette and skin tone at the same time as holding down the left mouse button. So the light brown fashion is in accordance with the design concept.

3) Application of the master motif on clothing.

The process of applying the motif master to clothing is as follows: 1) open the repeat motif file measuring 2X2cm on the corel draw screen; 2) click the pick tool; press ctrl C; 3) press ctrl Vin the design mode screen; 4) click objects; click the powerclip on the motif; 5) point the arrow at the clothes on the right chest that will be filled with motifs and click the mouse on the left; 6) then the motif enters the fashion section determined by the creator. Thus the application of motifs to casual women's clothing.

IV. Results and Discussion



Figure 1. Pengeretret Ornament



Figure 2. Longevity Ornament

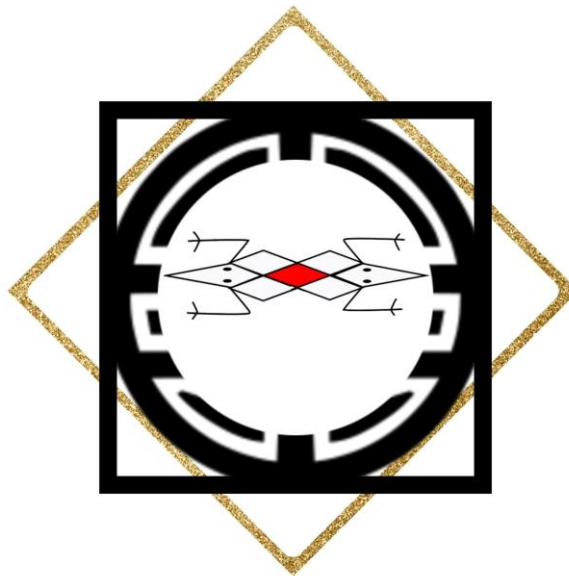


Figure 3. Ornament design of the Pengeretret and Longevity Collaboration

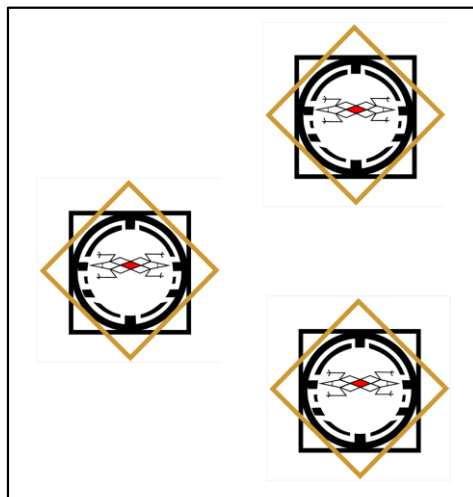


Figure 3. Ornament design of the Pengeretret and Longevity Collaboration



Figure 4. Casual Dress Design Collaboration of Ying Yang ornaments and the Pengeretret

Figure 1 The dragging ornament is a decorative carving like a lizard, because the Karo people believe that the lizard can show the way back to the village, so this carving reminds the Karo people to return home. This motif is in the form of a deformed image of a lizard, with left and right heads. The symbolic meaning in the Karo community is that the lizard is considered a symbol of strength, an antidote to evil spirits (reject reinforcements), and a symbol of the unity of the Karo community in solving a problem (runggu erbahan sada arih).

Figure 2 Longevity ornaments or called shipjangaengdo ornaments. In South Korea, there are shipjangaengdo ornaments, which are ornaments that depict 10 elements of nature, which symbolize youth. These symbols are: the sun, the clouds, the mountains, the water, the pine tree, the turtle, the deer, the stork, the peach and the elixir of youth.

Figure 3 new motif designs in collaboration with the Pengeretret ornament from the Karo Batak culture of North Sumatra and Longevity from the South Korean culture. The motif creations above are designed using Corel Draw media by applying elements of art and design principles. The stages of making a new motif design are as follows: 1) Shape sketch; 2) Scan the sketch of the shape and the file saved in the E leptop data; 3) display the shape sketch file on the corel draw screen; 4) designing the outline of the basic motif; 5) giving color to the basic motif; and 6) repetition of basic motifs.

Figure 4 fashion design of women's fashion and casual clothing. The fashion design is designed in corel draw and the application of motifs to women's clothing using the pen tool, default palette, and powerclip. Some of these media can create women's casual clothing creatively according to the cultural concepts of the South Korean region and the Karo culture of North Sumatra.

Women's casual clothing is made based on regional cultural design concepts and fashion designs designed on corel draw. Women's casual clothing is designed by applying design principles with the application of embroidery techniques. The process of making women's casual clothing is as follows: 1) making patterns according to the consumer's body size; 2) selection of materials and colors in accordance with the design concept; 3) cutting the fabric according to the pattern; 4) embroidering motifs using white cloth on the surface; 5) tearing apart the pattern fabric; 6) sewing the collar of the fashion; 7) sewing fabric patterns into women's clothing; 7) installation of buttons; 8) finishing in the form of ironing clothes to look neat. Thus, women's casual clothing products are designed creatively and display unique artistic values. The materials used in women's casual clothing are roberto cream fabric and white bridal fabric. The motifs applied to the white bridal dress use embroidery techniques, namely the technique of decorating the fabric with an embroidery machine. Then the motif that is applied to the surface of the white cloth is in the form of a two-dimensional motif.

Visual Aesthetic Value Approach

The aesthetic value of casual clothing can be seen in the unique decorative fashions. The aesthetics of casual clothing looks unique, this is due to the origin of the ideas of two different regional cultures but packaged into new products that have artistic value and have functional values for human life. The beauty of decorative and casual clothing is designed based on the guidelines of the elements of art and design principles, namely:

First, balance. The motif design is designed by applying the principle of balance, this can be seen from the shape of the lizard placed on the center rectangle. The layout and size of the rectangle is located in the center of the drawing paper in a measured and balanced manner. Thus the full ellipse shape and the discontinuous ellipse shape layout at the center between the lizard shape and the rectangle.

Casual clothing that is designed to apply the principle of balance, this is reviewed on the sleeves of the same length, cuffs of the same shape, and the shape of the buttons are the same as well as measurable and systematic placement. So that the color of the clothes is adjusted to the color of the motif, so that the aesthetics of the clothes look harmonious.

Second, the principle of rhythm. The motif applies the principle of rhythm, this can be seen from the repetition of the lizard shape, the repetition of the full ellipse shape, the repetition of the intermittent ellipse shape, the repetition of the rectangle shape, and the repetition of the same color according to each color shape. Thus the repetition of the form produces an aesthetic that has artistic value in a two-dimensional form on the surface of a white cloth.

The principle of rhythm is applied to casual clothing. The principle of rhythm is seen from the repetition of the cuff shape, the repetition of the arm shape, the repetition of the collar, the repetition of the motif applied to the front chest, and the repetition of the shape and attachment of buttons. The principle of rhythm in casual clothing produces functional values and aesthetic values for consumers, so that consumers who wear casual clothes feel comfortable and confident.

The three principles of unity. The motif has several decorative forms such as full circle ornaments, dotted circles, checkered shapes, long lines, short lines, small circles, and rotating boxes and shapes resembling a kite. The colors applied to the motif are red, golden brown, and black. Furthermore, the colors applied to casual clothing are metallic light brown, black, and white. So it can be concluded that the diversity of forms of decoration, variety of colors, and diversity of fabric materials applied to casual clothing is what is manifested into an innovative, creative, and unique fashion design. This is viewed from the diversity of variations in shapes, colors, and materials that are realized into a unified whole that has functional values and aesthetic values that are beneficial to human life as part of the clothing needs of the community.

V. Conclusion

The development of the basis of art and design in casual clothing with the collaboration of Longevity and Retreat ornaments is a creative activity for students of the Fashion Design Education Study Program, State University of Medan. Learning the basics of art and design in women's casual clothing is done through zoom and google classroom, without compromising the quality of online learning. This learning is carried out by several indicators, namely: 1) designing a concept map; 2) designing a form sketch; 3) designing casual motifs and clothing on laptops; 4) manufacture of casual clothing products and the application of motifs to clothing.

The concept map designed was carried out in several stages, namely: starting from the source of ideas that departed from regional cultural backgrounds, materials or media needed by creators, equipment and accessories that support the smooth working process, and the process of making new products or women's casual clothing.

The shape sketch is the second stage after designing a clear and complete concept map. The steps for making a form sketch are designed in a simple way through the creator's handwriting using pencil and drawing paper as media. The scratched shapes were created into basic motifs and casual clothing designs that were manually designed in black and white on drawing paper and in two-dimensional form. Then the results of the sketch are scanned using a printer media and the sketch file is stored on the E data in the laptop media.

Furthermore, the design of motifs and fashion designs is carried out in the Corel Draw program, so that the results of the motifs and fashion results are more concrete and of artistic value. There are several stages in designing the motif in Corel Draw, namely: 1) making 5 X 5 cm drawing paper; 2) displaying the scanned shape sketch on the corel draw screen; 3) designing the outline of the basic motif; 4) giving color to the basic motif; 5) designing repetition to become a master motif; and 6) the results of the basic motif designs are stored in data E. The next step is to design women's casual clothes on the corel draw screen, as follows: 1) make drawing paper measuring 8 X 20 cm; 2) designing the outline of the casual fashion design; 3) giving the color of the fashion design; 4) application of the master motif on the clothing section; 5) Women's casual fashion design file data is stored on the E leptop data.

The next process is making casual clothing products in collaboration with Longevity and Dragging ornaments, as follows: 1) making body measurements according to the creator's concept; 2) designing fashion patterns and motifs; 3) cut the pattern of the fabric; 4) embroidering motifs on the surface of the pattern cloth; 5) sewing patterned fabric into casual clothes; and 6) finishing ironing fashion products to make them look neat. Casual clothing in collaboration with Longevity and Pengretret ornaments is an idea of creation in which the decoration has a symbol of meaning based on the culture of the local community. The Longevity ornament is a symbol of the meaning of the ten elements of nature, which is a symbol of eternal youth. These symbols are; water, clouds, sun, mountains, pine trees, cranes, deer, turtles, peaches, and the herb of youth. This ornament Longevity has the same meaning as the shipjangsaengdo ornament from South Korea. While the dragging ornament is a symbol of the lizard animal which is a symbol of the way back to the village. This reminds the Karo people to return home. So that the drag for the Karo people symbolizes strength, as well as an antidote to evil spirits, and symbolizes the unity of the Karo people in solving problems. Thus, the basic development of art and design in casual clothing in collaboration with Longevity and Retreat ornaments is the development of knowledge and skills of today's young generation. Thanks to the knowledge and skills gained, it is hoped that in the future the younger generation will be able to create jobs in the home industry, boutiques, or industries engaged in art and design. so that the preservation of regional cultural products is maintained and continues to grow in this modern era.

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