

Futuristic Costume Analysis of Arka Character (Case Study of "Arka" Animation)

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Abstract

The term "futuristic" is used to describe a perspective on the future or a vi-sion for what the world will be like in the future. It is impossible to predict what the future will be like with absolute certainty; however, it is possible to experience it as it becomes increasingly apparent in various fields, such as technology, design, and socio-cultural thought. This concept can serve as a foundation for the design of animations that employ a future-oriented narra-tive, integrating factual elements from the present. Arka is a 2D animation that employs the theme of the future and discusses the issue of stunting that takes place in one of the cities in Indonesia. The roles of characters in ani-mation are the key to representing and conveying the message of the story to the audience. The objective of this research is to ascertain the costume con-cept employed in the design of an animated character set in the future. The research method used is a descriptive qualitative method. This qualitative re-search employs a case study approach with a review design analysis based on the Manga Matrix theory to provide a more detailed picture of the research object. The findings of this research suggest that a variety of creative and imaginative things can be used in the development of animated character de-signs that tell stories about futuristics.

Keywords: *Futuristic, Costume, Character, 2D Animation, Manga Matrix.*

Introduction

The term "futuristic" is used to describe a perspective on the future or a future-oriented vision. According to the Cambridge Dictionary, the adjective "futuristic" is defined as "strange and very modern," or "meaningful of a time in the future as imagined. The future is not susceptible to precise prediction. However, this perspective is fundamentally an extension of the present moment, which can constrain the capacity to predict a future that is intentional, unpredictable, or unprecedented, and this necessitates a substantial temporal span [1]. The distinction between the past and the present is evident in the advancements that have transpired in numerous fields, including technology, design, and socio-cultural thought. This phenomenon is further exemplified by contemporary society's transition to an all-digital civilization, thereby marking the inception of the "digital future" [1]. The evolution of technology and civilizational thought has contributed to the formation of a more defined futuristic concept, which can be visually represented in relation to earlier periods.

This concept can serve as a foundation for the development of animations that utilize facts to illustrate stories about the future. The popularity of futuristic fairy tales is increasing, as they encompass narratives that incorporate advanced technology, robotics, and future civilizations that have the potential to stimulate critical thinking, tolerance, creativity, and empathy in their readers [2]. One animated film that embodies this theme is a 2D animation entitled "ARKA," which also addresses the issue of stunting. Set in one of the cities of Indonesia in the year 2122, the film offers a compelling perspective on the future. Arka's animated film conveys the narrative of a young scientist's endeavor to confront corruption and rescue children from the consequences of stunting. Additionally, it provides insights into the significance of stunting prevention. The role of characters in animation is pivotal in the representation and conveyance of the message of the story to the audience, as well as in the shaping of the audience's response [3]. In the process of designing animated characters, it is imperative to utilize costumes as a

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means of characterization within a narrative. Beyond its role as a visual reflection, costume design has the capacity to convey additional meanings through elements such as patterns, colors, materials, motifs, and symbols [4].

According to the description provided above, the objective of this research is to ascertain the costumes of characters set in the future. A critical analysis of the protagonist, Arka, is imperative to comprehend the evolution of human character design in futuristic-themed animation.

Literature Review

Futuristic as a Future Concept

The term "futuristic" is employed in reference to the conceptualization of future technological advancements, which are regarded as sophisticated and extraordinary. This approach involves the application of creative and innovative thinking to generate new ideas across various fields, with the objective of addressing current problems and contributing to the creation of a better future. This notion is frequently observed in a variety of architectural forms, serving as a medium for design expression that reflects a future-oriented vision, prioritizing the freedom of ideas, innovation, and the integration of state-of-the-art technology [5]. The term "futuristic" can also be used to describe advancements in technology and science in the field of education, as well as the integration of learning with digital skills [6]. Accordingly, the primary characteristics of the futuristic concept encompass creativity, innovation, and the utilization of advanced technology that is oriented towards the future.

Future-oriented concepts in various fields are made possible by limitless creativity and ever-evolving innovations. This paradigm could potentially give rise to a new civilization in which technology assumes a predominant role in society. The potential implications of the futuristic concept extend to the realm of Smart City development, encompassing domains such as intelligent transportation, energy management, environmental concerns, educational initiatives, health services, and the implementation of electronic government systems [7]. In the field of design and aesthetics, the futuristic concept has also exerted an influence on manifestations such as fashion, where the basic characteristics of futuristic style clothing include themes of science and technology, diverse modeling styles, color diversity, material diversity, and a series of processes [8]. It can be concluded that the futuristic concept is an exemplification of a prospective vision that prioritizes innovation, technology, and sustainability.

Characters in Futuristic Animation

The character design in futuristic animation not only conveys the aesthetic sensibilities of a future setting, but also serves as a medium for the articulation of cultural and social values. The concept of an unpredictable future, in conjunction with creativity, has the potential to generate animation works that are rich in values. The integration of traditional elements with modern design methodologies has the potential to generate characters that exhibit a strong cultural identity and are relevant to the futuristic theme [9]. This approach enables the characters to embody a future that is firmly anchored in the local cultural context.

In the process of designing an animated character, it is essential to consider the visual aspect of the character, particularly the design of its costume. For example, in the context of futuristic animation, the role of costume design is pivotal in the creation of realistic worlds and characters. Costumes can convey the era of the film, the character's personality, social status, and facilitate a more effective understanding of the plot [10]. Futuristic character design incorporates elements of technology and advanced geometric shapes, along with simple minimalist shapes that employ a vibrant color palette, including neon [11]. The incorporation of technological elements into the design of animated characters in a futuristic context results in an aesthetic that reflects contemporary advancements and developments.

Methods

This research employed a qualitative approach, utilizing qualitative research techniques in conjunction with a case study methodology. Qualitative research is defined as the collection of data to obtain meaning and new information about phenomena [12]. A fundamental attribute of qualitative research is the description of findings in the form of a portrayal of a situation or fact, accompanied by a scientific interpretation. The case study employed in this research focuses on Arka, the protagonist in the animation bearing the same title. In addition, a more detailed discussion is obtained through the implementation of Design Review analysis and Manga Matrix Theory. The design review is a method of analyzing the visual concept of the object of study by examining, observing, and critically evaluating

its visual design [13]. The Manga Matrix Theory, proposed by Hiroyoshi Tsukamoto, is a theoretical framework employed to ascertain the elements that comprise an animated character. The Manga Matrix is comprised of three distinct components: the Form Matrix, which emphasizes the character's body structure, enabling the creation of distinctive and futuristic shapes; the Costume Matrix, which facilitates the design of attire that aligns with the character's theme and identity; and the Personality Matrix, which guides the development of the character's traits and behaviors [14]. The analysis focuses on the costumes used by the main character to ascertain the concept of costume design with a futuristic theme.

Results and Discussion

Arka animation is a two-dimensional animation that chronicles the endeavors of a young scientist's endeavor to confront corruption and rescue children from the consequences of stunting. Additionally, it provides insights into the significance of stunting prevention. The setting of this animation is the future, specifically the year 2122, and it is set in Bandung, a city in Indonesia (see Fig.1). The visualization of the differences between individuals with adequate nutrition and those who are undernourished is depicted from both urban and peripheral environments. The protagonist, Arka, a young scientist, must overcome social and health inequalities due to corruption in the city. His commitment and diligent efforts culminated in the formulation of a solution that effectively addressed the issues of corruption and stunting, which are consequences of social and health disparities, manifesting as malnutrition.





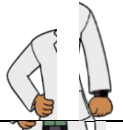


Fig. 1. Arka Animation Time and Place Setting

The characters in Arka's animation exhibit a human depiction with a cartoon style, which is characterized by a simplified and stylized representation of the human form and facial expressions (see Fig.2). The concept of character design is predicated on the physical characteristics of the inhabitants of Bandung, which are typified by thick lips, large eyes, thick eyebrows, a snub nose, and yellow skin. Subsequently, an analysis was conducted on Arka as the primary subject employing the Manga Matrix theory. The results of the analysis are presented in the following section (shown in Table 1).



Fig. 2. Main Character Arka

Table 1. Character Analysis of Arka Using Manga Matrix Theory

Elements	Visual	Description
Head		Fixed Form (Human) - Slanted black eyes - Thick eyebrows - Snub and wide nose - Bud ears - Normal mouth - Straight black hair
Neck & Trunk		Fixed Form (Human) - Short neck - Broad and flat shoulder
Arm		Fixed Form (Human) - Has 2 hands (complete) - Normal hand length, not long not short
Waist & Leg		Fixed Form (Human) - Normal hips - Has 2 legs (complete) - Long legs
Skin		Fixed Form (Human) - Brown/yellow color
Form Matrix		
Arka's physical form corresponds to the anthropometric standards generally accepted for the human physique. No anatomical features are absent. The skin coloration exhibits a brown/yellow pigmentation, reminiscent of the skin coloration observed in humans inhabiting tropical regions.		
Costume Matrix		
The subject was attired in a green shirt adorned with a batik motif of Pratrakomala Cangkurileung, dark gray pants, a white robe, black boots, and black-framed glasses.		
Personality Matrix		
The subject displays intelligence, diligence, mystery, introversion, compassion, and determination.		

As indicated by the description in the above table, Arka's character design is reminiscent of the physical form of humans in general. The character Arka is characterized by several adjectives, including intelligent, diligent, caring, determined, mysterious, and introverted. The costumes employed in this production have remained consistent with the contemporary iteration, encompassing shirts, a white robe, long pants, and boots. The materials of the costumes are also still identifiable; for example, the clothing material comes from fabric, while the boots can come from leather, synthetic, rubber, or other materials. The batik motif on the shirt is indicative of a culture that has been preserved and continues to be characterized in the present and the future. New identities, including the incorporation of technologically advanced elements, geometric shapes, and simple minimalist shapes with a vibrant neon-like color palette, are not observed in the costume design of Arka's character.

Conclusion

The aim of this article is to identify the costume design employed in animation that is characterized by a futuristic concept. The term "futuristic" is defined as a concept of the future that presents a diversity of innovations born from creativity and sustainability. In the current era, futuristic concepts have materialized in numerous fields, manifesting in diverse, innovative, and imaginative forms that were previously unimagined. This concept can serve as a foundation for the development of animations that explore themes related to futuristic. The results of the analysis reveal the cultural values embodied by the costumes utilized in Arka's representation in the future-themed animation. However, imaginative elements such as advanced technology, diverse shapes, and bright, vibrant colors are not evident in the design of the costumes or accessories. The article suggests that research on costume design as a timepiece, especially in the future, is a promising area of study for further exploration. The application of imaginative elements as costumes or accessories is a consequence of creativity and innovation in the costume design of animated characters, whether in the context of Arka animation or other animations with a futuristic or future theme.

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