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**Reading the Visual of
Malaysian Comics**
A Study on Comics as an Artform



Description:

People are witnessing living in a convergence culture, with meetings between old and new media creating new possibilities in contemporary culture. One

Reading the Visual of Malaysian Comics: A Study on Comics as an Artform

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of the cultures that has emerged since the late nineteenth century is comics. The amusement of comics seems to invite more people-young or adult-to be immersed into the world of comics. Understanding the art of comics can help public awareness go beyond the initial appreciation of the drawings and the stories it contains. It would be agreeable that cartoons are an invaluable reflection of society. This study focuses on four limited established and eligible comic magazines from 2006 till 2008, such as Gila gila, Ujang, Gempak, and G3, which consider to study its visual subject matter and form. Followed by categorization through the analysis of visual form based on the formal structure and its visual semiotics analysis. Indeed, it is meaningful to understand how comics invite readers into the world in which, they are experiencing the first-person pre-reflectively moments.



KARNA MUSTAQIM
**VISUAL MUSICALITY IN
GRAPHIC EXPRESSION**
A STUDY ON INTERTWINED OF VISUAL AND MUSIC



Description:

Digital technologies have converged with digital forms and integrally affected developments in art, music, design, film and literature.

Visual Musicality in Graphic Expression: A Study on Intertwined of Visual and Music

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Visual communication is undergoing a profound transformation as new technologies continually challenge the way images and things are produced. The problem issued in this study is on the inadequacy of learning visual communication design with the traditional method because of the democratization of desktop digital technology in recent learning environment. This research combines the qualitative and quantitative approach, the study used visual data collection, particularly sketches drawn by participants. Quantitative approach was used in compiling and categorizing data through participants observation which means researcher took place during gathering. It is to explore and to discover whether the increase in music and graphics in contemporary era of digitalization, can enhance the essentials of creative design through the analogy between music expressions and graphics elements. This research providing morphology of visual language of music and visual expression, particularly in the study of lines and its composition.