

Influence of Form, Texture and Shading on 'Abstract' and 'Realistic' Style Preferences: an Overview of Design Characteristics through Incidental Thematic Results

ABSTRAK

In the context of graphic styles, the specific characterization will induce the sensed value experienced and thereby generate satisfaction. This brings up an important understanding needed to explore the style details or specific design features to the 'Abstract' and 'Realistic' style, particularly in educational game design in terms of visual aspect. In this case, the design features or art elements such as shape, texture and shading are assessed as stimuli to contribute to the breakdown of graphic styles visualization. The aim of this paper is to study the selection and combination of these three elements of art that are capable to produce a pleasant response, particularly among local students. The findings may suggest the satisfying characteristic of the graphic styles that should be considered in terms of the art elements as be directed to the students. Semi-structured interviews are conducted with 12 students, of which 6 are male and 6 are female with in order to collect student feedback which demonstrates pleasant feelings. Data analysis is borne out by counting the frequency of keywords obtained - associated with the selection of the three elements of art based on student responses and preferences. The results show that the natural form and shading of the most frequently mentioned and with it, a combination of natural form and shading appear most likely to get the student pleasures, were in response to the 'Abstract' style tends to accentuate the 2D natural form and flat shading, and feedback to 'Realistic' style more in the 3D natural form and smooth shading. This paper concludes that the integration of natural form and shading as a reference or a specific guide to exhibiting abstract and realistic-oriented graphics styles as an additional proposition in the future design process.