



UNDERSTANDING LEARNING PROCESS OF SKETCHING AT SAM POO KONG TEMPLE

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ABSTRACT

The existence of Sam Poo Kong Temple as a historic existence has an important role for the society to learn for the present and the future. Its positive message is expected to help improve social and cultural values in the region. One way to recognize the information of the site is to make a visual note through on-the-spot sketching. An intriguing question arisen is how the visual perception of the observers who sketched on the Sam Poo Kong Temple Site. The activity observed was the 2016 Semarang Sketchwalk International Event, with one of the site was the Sam Poo Kong Temple. The way to obtain data was to download images uploaded on social media, identify the objects drawn, identify drawing techniques, and analyze the accuracy of the images. The collected images are 47 images. Forty of them depicted the outside atmosphere; one picture depicted a range of sculptures. The analysis showed that there was a tendency to select a drawing object, namely Gedong Batu Temple, which indicated that the temple is perceived as the highest hierarchy in this Sam Poo Kong site. This on-the-spot sketching activity can bring benefit for the participants as this activity can facilitate the internal drawing process model; (seeing, imagining, representing) to become visually exposed.

Keyword: sketch, drawing process, visual perception

A. INTRODUCTION

Sam Poo Kong Temple is one of the founding pillars of Semarang. It was started with the arrival of Admiral Zheng He in 15th century. The magnetic appeal of Sam Poo Kong Temple makes it one of the destination locations of the 2016 International Sketchwalk Semarang event. This international event, attended by around 400 participants from local and abroad, is trending in the world which began around 2007. They drew the buildings, spaces, activities, and the atmosphere using a variety of drawing techniques. The process continued with posting their work with a short narrative into their social media or website (Holmes, 2014). This unique architectural sketch documentation will enrich the positive image of the culture and the architecture of Indonesian cities (Hernowo, 2008). On-the-spot sketches can provide a significant ground data and can urge the preservation of historic buildings (Wahyuningrum & Sudarwanto, 2017).

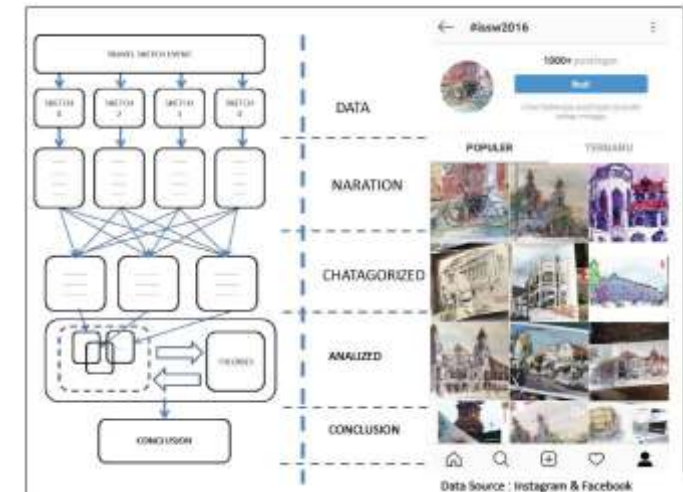
Drawings are a language, a way of expression, a thought transmission, without being influenced by words and writing (Le Corbusier in van Acker, 2012). Research that has been done about sketching activities states its role in the enrichment of visual memory. Everyone has their own ability level in drawing. The process of seeing, imagining, and representing is a learning process to closer to the distance between geometric understanding and understanding of the space (Ching & Juroszek, 1998; Schaefferbeke, Aarts, & Heylighen, 2015). From this discussion, one interesting thing to be studied is, how the sketcher learning process that took place at the ISSW event in Sam Poo Kong Temple was related to the drawing process proposed by Ching.

B. RESEARCH METHOD

Data was taken from Semarang Sketchwalk International event in 2016. The activity itself was held on August 26-28, 2016 and took place in four locations, namely the Old City of Semarang, the Sam Poo Kong Temple (Picture 2), the Tai Kek Sie Temple, and Borobudur Temple. The research findings were afterward being evaluated with several existing ideas to reach a conclusion.

C. FINDING

According to existing drawing data, the sketchers tended to choose the drawing location on the north side of Main Plaza. The total image data from Instagram marked with #ISSW2016 hashtag and from the Facebook page are 47 images, comprised of buildings and landscapes (68%), buildings (23%), and sculpt res (8.5%) with none of the overall pictures depict religious activities which is the main function of this building. The next step is to identify the building and landscape components of the sketch. For example, in one image data, the unit identified are Admiral Zheng He Statue, South Gate, and Stone Cave Temple (Picture 3). The building units observed in 2016 ISSW sketch were Gua Batu Temple (39%), Kyai Juru Mudi Temple (25%), Earth God Temple (2%), Pendapa (1%), Sculptures (20%), and South Gate (13%).





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C. FINDING

At least there are four type of drawing technique used by the participants, i.e drawing technique with ink and rendering, drawing technique with ink without rendering, watercolor drawing technique without an outline, watercolor drawing technique with an outline.



rendering



Drawing technique with ink without rendering



Watercolor drawing technique without outline



Watercolor drawing technique with outline

Most of the images posted on participants' social media mentioned the location, but there were also some who wrote about their impressions during sketching activity at Sam Poo Kong Temple. Here are some status posted:

@iqbal_amirdha: Morning quick sketch, only have forty minutes to do both outline and coloring. Think of refining it later in the studio.

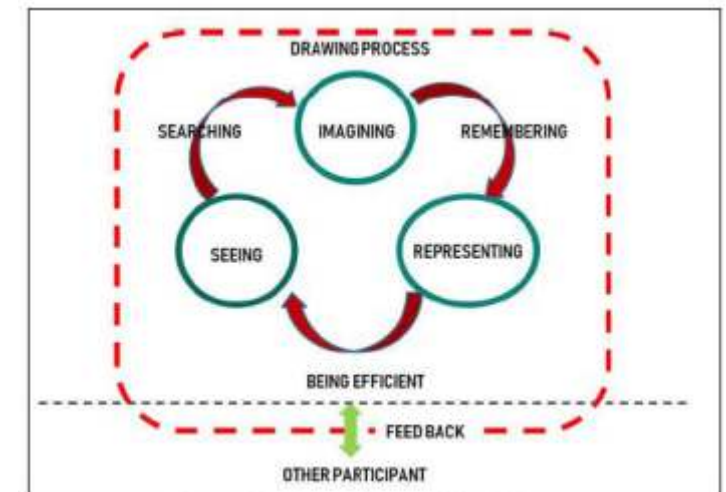
@di.signofarch: Sam Poo kong Today. A little bit of scare of coloring hahaha...

D. DISCUSSION

ISSW participants came from various backgrounds and disciplines. There are participants who are just starting to learn to sketch, but there are also those who already have excellent drawing skills. Sketching time is very limited, approximately within 2 hours. In this time constraint, it turns out that the dominant object drawn is architectural objects (91.5%), although ISSW participants are from general public. The important thing to note is the participants were not given an explanation of the buildings prior to sketching. The drawing objects most frequent appearance showed the importance of the building according to the perception of the sketchers. It indicated that the group sketching activities can provide significant field data and encourage conservation activities (Wahyuningrum & Sudarwanto, 2017).

Simplifying the visual appearance of the object is a matter very closely related to the perception of each sketcher (Crowe & Laseau, 1984; Mahmud, 2018). The data shows some simplifications of building image objects with good 3-dimensional logic, and there are also simplifications with less 3-dimensional logic: The logic of the shape of the building; The logic displays of the outer space; The logic of determining the light and the shadow. From this phenomenon, we can assume a learning process took place. Hence the learning process which is searching, remembering, and being efficient (Mahmud, 2018) is involved in the drawing process of seeing, imagining, and representing (Ching & Juroszek, 1998).

The 'seeing' followed by 'imagining' in drawing process is a 'searching' stage in the theory of learning process, the 'imagining' process leading to the 'representing' process is the 'remembering' stage, and the 'representing' process to the 'seeing' process is the stage of being efficient. The graphical explanation is as follows:



Picture 5. Learning Process of Sketching

E. CONCLUSION

Tourism combined with group sketching activities has significant meaning. In the case of group sketching activities at Sam Poo Kong Temple, it can reveal the importance of architectural objects as a learning tool and increase the value of people's lives (propelling urban artifact). The most architectural object often appears in the data distribution is the Stone Cave Temple. The drawing process in the form of seeing, imagining, and representing according to Ching, use the learning process of searching, remembering, and being efficient. The social media itself has changed the internal learning process into experiential learning, by receiving various feedback from other parties.

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