

(Global Art Creativity Conference)

Dikelola Oleh : INSTITUT SENI INDONESIA DENPASAR Jl. Nusa Indah, Denpasar - Bali 80235

WATER IN THE VISUAL STRUCTURE OF DIGITAL COMIC BANG GABER BY RIZAL FAHMI

Syarip Hidayat¹, Ranti Rachmawanti²

¹Program Studi Seni, Pascasarjana Program Doktor, Institut Seni Indonesia (ISI), Denpasar, Indonesia ²Program Studi Seni Rupa, Telkom University, Bandung, Indonesia

Email: 1syarip.graphic@gmail.com, 2rantirach@telkomuniversity.ac.id

Volume	Page	Presented on	ISSN
2	106-116	10-11 November 2022	2809-1299

Abstract

Water is a natural element for human survival, not just fulfilling daily needs in activities such as drinking, bathing, and others. Water has a crucial role in the process of life. This role indicates that water is a symbol attached to every living thing, especially humans. The relationship between water and humans is often visualized in various forms and mediums. One of them is in the digital comic Bang Gaber by Rizal Fahmi, which features the element of water in the digital comic theme. The use of water elements and symbols is one of the attractions of the digital comic to be studied more deeply related to its visual structure. This research is included in the Oualitative, using an approach to the Science of Fine Arts (Comic). The data source is Rizal Fahmi, comic artist of Bang Gaber, taken from Instagram. Data collection techniques through observation and visual studies. Data analysis with the support of the relevant literature review on the visual structure. The theory used to analyze is the structuralism theory of Levi-Strauss about the structure in a comic artwork. The research results show that the visual structure of digital comics with the theme of water in comics consists of the surface structure as a tangible visualization of water as an object that delivers philosophical thinking in life and is symbolized metaphorically. At the same time, deep structures are in the form of wisdom, toughness, and self-acceptance. Given that Bang Gaber's Digital Comics is one of the revivals of Indonesian comics, comic book fans may easily access them. Visual analysis is necessary to uncover the emerging visual structure and understand this digital comic's messages and meanings.

Keywords: Bang Gaber, Digital Comic, Visual Structure, Water

INTRODUCTION

Water is a natural element that is available for human survival, not just fulfilling daily needs in carrying out activities, such as drinking, bathing, and others. Water turns out to have a very important role in the process of life. This indicates that water is a symbol attached to every living thing, especially humans. The relationship between water and humans is often visualized in various forms and mediums. One of them is in the digital comic Bang Gaber by Rizal Fahmi, which features the element of water in the digital comic theme. The use of water elements and symbols is one of the attractions of the digital comic to be studied more deeply related to its visual structure.

Indonesian comics reached their height of popularity in the 1960s and 1970s before physically fading away. According to Djair Warni, Comic artist Jaka Sembung voiced the belief that the publishing sector was not supportive, which made comics by Indonesian comic artists dull [1].

(CC) BY-NC-SA

This work is licensed under a <u>Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International</u> <u>License</u>. Comic artists were not dependent on major publishers, could make and distribute their works in a small community, and subsequently distributed their work online as a result of the extensive usage of the internet in Indonesia in the early 2000s. The Bang Gaber cartoon is widely popular online, particularly on social media [2].

The Bang Gaber comic has a straight forward aesthetic from the perspective of a one-panel comic, but it is packed with meaning, necessitating a closer examination of both the comic's visual elements and its underlying themes.

This Bang Gaber comic is one of the resurgences of Indonesian comics, where many readers and comic enthusiasts desire to enjoy the Bang Gaber comics in their stories that address social concerns.

The visual structure looking at that emerges, the study that has been done using Bang Gaber's digital comic object may be completed on the assessment of the visual side of the comic, necessitating more research that complements the earlier research.

RESEARCH METHOD

This research is included in the Qualitative, using an approach to the Science of Fine Arts (Comic). The data source is Rizal Fahmi, comic artist of Bang Gaber, taken from Instagram. Data collection techniques through observation and visual studies. Data analysis with the support of the relevant literature review on the visual structure.

The data came from Bang Gaber's comics, which were taken via Instagram. Visual studies and observational techniques were used to obtain data. With the aid of the pertinent literature research on visual structure, data analysis was completed.

Qualitative research is innovative and carried out in a practical environment. The researcher is the primary instrument in qualitative research. Therefore, researchers need to have thorough theory and expertise in order to develop questions, conduct analysis, and simplify the subject of study. The connection between meaning and value is more heavily emphasized in this study [3].

Required data or information Interacting with and seeing individuals in their natural settings are the main ways that qualitative research is collected. Additionally, it entails approaching or observing people who are pertinent to the research emphasis in order to try to comprehend their language and perspective on the world [3].

According to Moleong, the qualitative method was chosen with a number of factors in mind, such as its greater adaptability when dealing with diverse realities, the direct connection it fosters between researchers and respondents, and its greater sensitivity. and adjust to the encountered pattern of data [4].

Bogdan and Taylor convey about qualitative research methodology as a type of research that produces descriptive data in the form of written or verbal statements made by the subject and observable behavior [4].

In qualitative research, a researcher engages over several months with a variety of subjects to learn about their backgrounds, daily routines, behaviors, and physical and mental traits. According to Bogdan and Biklen, the qualities of qualitative research include the use of natural, descriptive data rather than numerical data, inductive data processing, and the importance of meaning in qualitative research [5].

The visual structure of this digital comic will be analyzed using Levi-Strauss' structuralism, which divides the structure into two categories: the outer structure (surface structure) and the inner structure (deep structure) [6].

The outside structure is the interaction between parts that we can make or build based on the exterior or empirical nature of the relationship, but the inner structure is a specific arrangement that we develop based on the outer structure that we have succeeded in making. However, the empirical side of the phenomena we study doesn't always demonstrate it. One can create these inner structures by comparing and contrasting the many discovered or created outward structures. It is further stated that using this internal structure as a model for interpreting the events under research is more acceptable because we understand many of the cultural phenomena he examines through it.

In addition to the concept of structure, Levi-Strauss also incorporates the concept of change. The transformations that are explored here must be distinguished from the notion of transformation as it is often conceived. Lévi-Strauss uses the term "transformation" to describe transformation, even though transformation is more commonly referred to as "change." The process of converting something into another in a certain area and time is what the concept of change refers to, and this is the most obvious distinction between the two. "Transformation" is a term used to describe surface-level alterations only [7].

Levi-Strauss bases his thesis on myth analysis. In order to highlight overlapping paradigms, it combines functions vertically and employs myth versions with non-linear structural models. Given that myths are universal, Susanto Levi-Strauss came to the conclusion that they are essentially random or unpredictable. One can ascertain the interrelationships or interrelationships between these aspects by integrating the elements of a myth. Myth falls under the linguistic umbrella. Myth is composed of linguistic-like units, just like language [8].

Myth and language cannot be accurately compared when seen in the context of time. The sense of langue and parole states that synchronic and diachronic elements, as well as specific temporal aspects, can all be used to examine language. Both irreversible and irreversible time exist in mythology. That is to say, despite the appearance of change at times, myths have persisted throughout history [8].

DISCUSSION

Comics are a type of cartoon that can act out a story in a sequence that is closely related to images and can reveal characters, and is made to entertain the reader [9]. A collection of images and symbols placed in a particular order to transmit information and elicit aesthetic assumptions from the reader is what is known as a comic [10].

Digital comics use digital media, where digital media is media that is encoded in a machine-readable format. In digital electronic devices, digital media can be viewed, produced, modified, distributed, and maintained. The definition of comics as an art form in McCloud is based on comic book master Will Eisner. Since the definition of the word "comic" has not been clarified, it can still be said that this sense is ambiguous and subject to many interpretations [11].

Based on this description, it is clear that comics are a type of art that does not always have to be in the form of a book. They can also be accommodated in a single frame and communicate ideas through specific texts. For example, virtually gaining access to computers and cell phones via the internet (mobile phones) [12].

Komik Bang Gaber uses a platform with social media Instagram, where comic creator Rizal Fahmi uploads posts from comic content in the form of only one panel, but even though only one panel is enriched with interesting visualizations and with the addition of text to strengthen the message in the comic.

Rizal Fahmi has been interested in comics since childhood, Rizal is a comic creator like Nurfadli who uses social media and the internet where his work has been popular and has followers on social media Instagram through the @banggaber account of 335 thousand followers.

Instagram	Q. Search	Long time - Sign Up
	banggaber Pattaw 1.477 poits 333K followers 982 foll RIZAL FAHMI Seni Owner @kumandang_jakarta Order menggambar senyum melalui link di b linktr.ee/banggaber	owing
Retak Gaber PO buku	Tultan OUOTES touh keta	

Figure 1. Profile Banggaber at Instagram [Source: Screenshot Instagram]

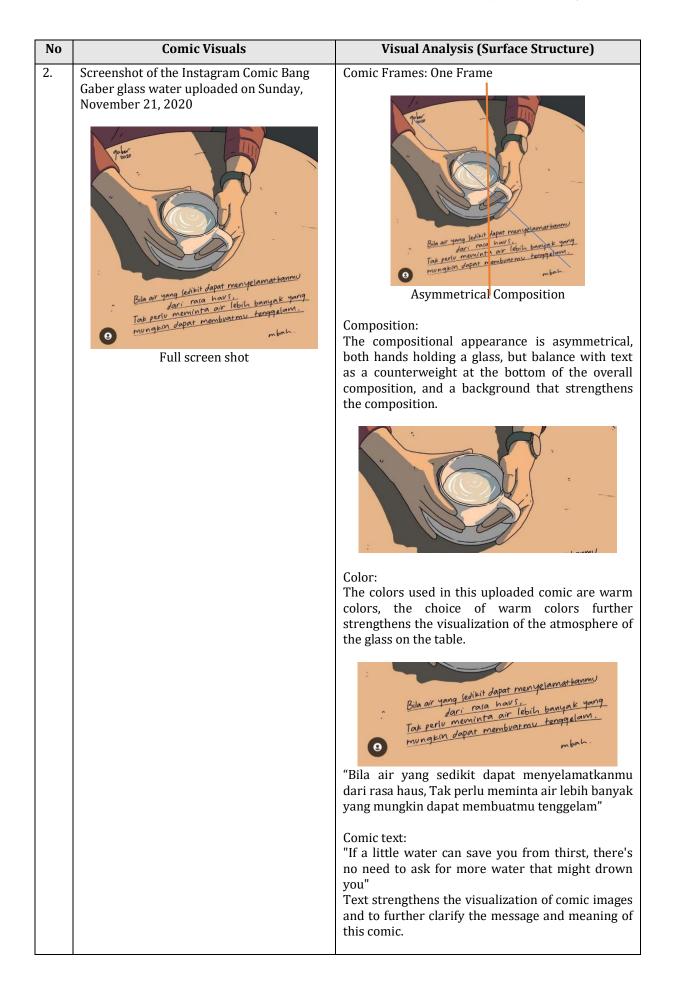
Every living thing needs water. It is even said that humans can survive without eating for a maximum of 40 days, as long as they maintain their body fluid intake by drinking.

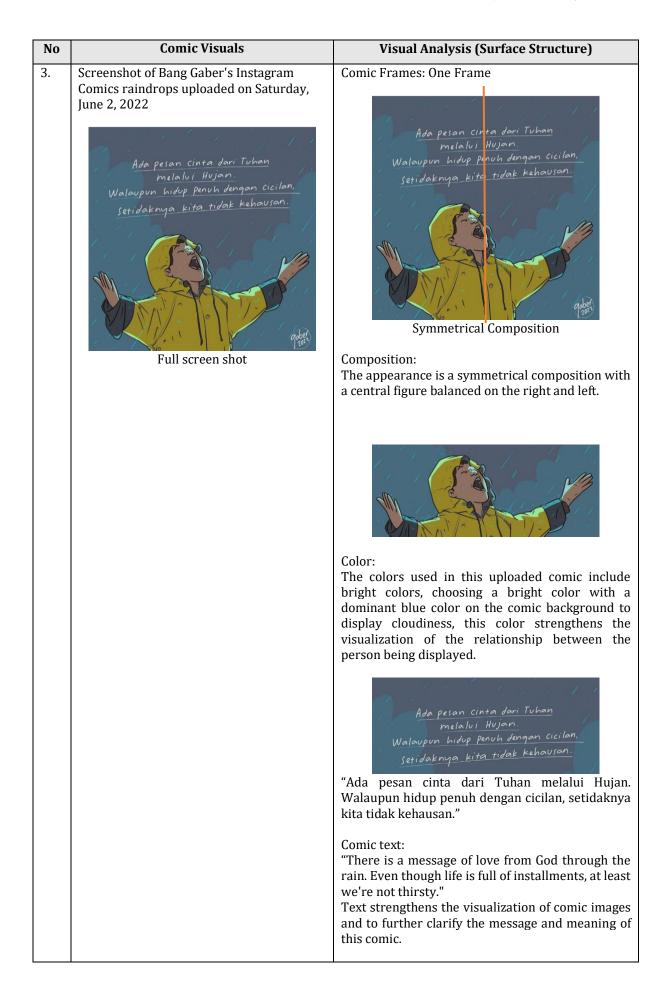
Water is closely related to daily activities, besides that water has the ability to give life, but it can also bring danger. Water is very important, because it can give life, like plants that need water, if not watered will wither and die. However, in addition to providing benefits, it turns out that water can also cause disasters such as floods, the dangers posed by water, there must be a reason. such as the habit of littering, so that the garbage accumulates, and clogs up causing flooding.

There are 3 comic objects that will be examined visually on the water theme, namely: first, uploading a water theme comic with a rain theme uploaded on Thursday, November 4, 2021; both uploads of glass water comics were uploaded on Sunday, November 21, 2020; and the three raindrops were uploaded on Saturday, June 2, 2022. The following is a table regarding the visual analysis of the water theme Bang Gaber comic with visual structure analysis on comic frames, composition, color and comic text.

No	Comic Visuals	Visual Analysis (Surface Structure)
1.	Screenshot of Bang Gaber's Instagram Comics with the theme of rain was uploaded on Thursday, November 4, 2021	Comic frame: One Frame Frame Frame Frame Frame Frame Frame Frame

Tabel 1. Visual Analysis (Outer Structure) of Bang Gaber's comic water theme [Source: Syarip Hidayat]

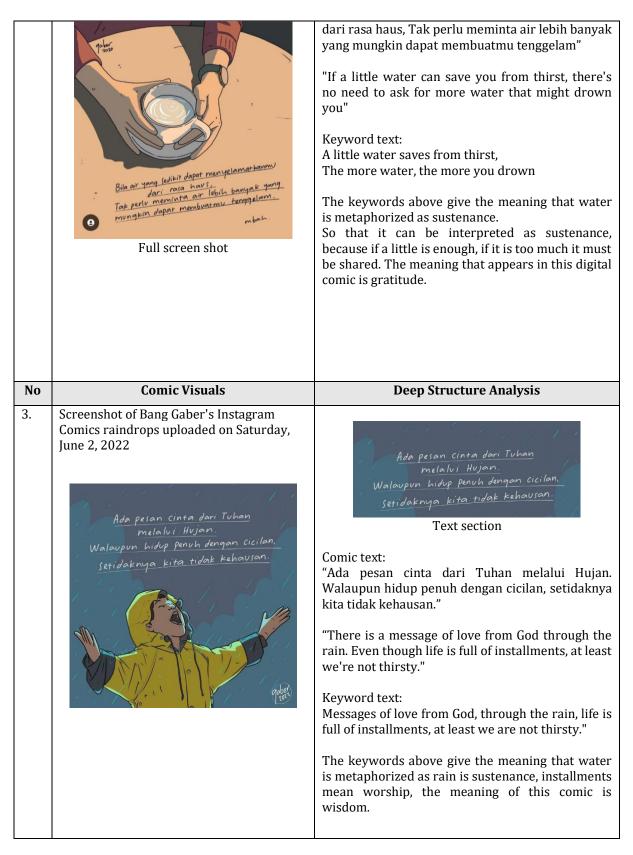




The three objects analyzed, when viewed from a comic theory perspective, the panels used for the three objects use a one-panel display, in the panel a visualization of water is shown, the water is displayed in several forms, both in the form of rainwater, rainwater reflections, and water. drink, then this visualization is strengthened by depictions that support the atmosphere of this one-panel comic, including umbrellas, raincoats as well as glasses and tables.

	[Source: Syarip Hidayat]		
No	Comic Visuals	Deep Structure Analysis	
1.	Screenshot of Bang Gaber's Instagram Comics with the theme of rain was uploaded on Thursday, November 4, 2021	Hujan adela h air yang joruh uslovpom terjatuh, tapi air trab mangluh air jorter tersenyom an brivseh a memberi menpoot untuk penghuai humi yang rindu, untuk tersenyum dan berusaha memberi manfaat untuk penghuni bumi yang rindu untuk tumbuh""Rain is water that falls even though it falls but the 	
No	Comic Visuals	Deep Structure Analysis	
2.	Screenshot of the Instagram Comic Bang Gaber glass water uploaded on Sunday, November 21, 2020	Bila air yang fedikit dapat menyelamatkanmu Bila air yang fedikit dapat menyelamatkanmu Jari rata havs. Tak perlu meuninta air lebih banyak yang Tak perlu meuninta air lebih banyak yang Tak perlu meuninta air lebih banyak yang mungkin dapat membuatmu tenggelam. mbah. Text section Comic text: "Bila air yang sedikit dapat menyelamatkanmu	

Tabel 2. Deep Structural Analysis in Bang Gaber's comic water theme
[Source: Svarip Hidavat]



The text in this one-panel comic is the most important part and strengthens the message in the comic, because it is this text that is more likely to deliver the message directed by the comic creator, as in the first object "Rain is water that falls even though it falls but the water doesn't complain, water actually smile and try to give benefits to the inhabitants of the earth who long to grow" in this first text conveys a message about the meaning of water as a giver of life and strength.

In the second object, the text reads "If a little water can save you from thirst, there's no need to ask for more water that might make you drown." This text strengthens the visualization of comic images and to further clarify the message and meaning of this comic. Water here can be interpreted as sustenance, a little is enough, if there is too much it must be shared. The meaning that appears in this digital comic is gratitude.

The third object of the text reads "There is a message of love from God through the rain. Even though life is full of installments, at least we're not thirsty." Text strengthens the visualization of comic images and to further clarify the message and meaning of this comic. Rain is sustenance, installment means worship, the meaning of this comic is wisdom.

So that from the three objects we can analyze through Levi Strauss' structuralism where on the surface structure the water depiction is clear with its position as rain water and drinking water which is supported by visualization in strengthening the composition of the comic display as a whole panel.

In this structuralism there is a second structure, namely the deep structure. Text becomes a reinforcement in conveying meaning that is not directly visible so that it can be positioned as a structure in which several meanings can be drawn from the objects analyzed here, water as a giver of life and strength, water as a reminder in gratitude, then water as a messenger in making policies.

CONCLUSION

Bang Gaber's Digital Comics is one of the revivals of Indonesian comics; through the social media platform Instagram, comic lovers can easily access Bang Gaber's digital comics, so visual analysis is needed to find visual structures that appear. It can be known more deeply about this digital comic's messages and meanings.

The analysis was carried out using a qualitative method with the data processed through the source of the data work of comic artist Bang Gaber which was taken from Instagram. Data collection techniques were carried out through observation and visual studies.

The analysis step is carried out by describing visualization using art theory in comics. Frame, Composition and colour are analyzed to describe the analysis step on structuralism from Levi Strauss with the outer and inner structure.

The research results show that the visual structure of digital comics with the theme of water in comics consists of internal structures of wisdom, toughness, and self-acceptance. While the outer structure is a tangible visualization of water as an object that delivers philosophical thinking in life and is symbolized metaphorically

REFERENCES

- [1] A. Seno Gumira, *Panji Tengkorak, Kebudayaan dalam Perbincangan*. Jakarta: Kepustakaan Populer Gramedia, 2011.
- [2] S. Hidayat, "Digital comic design of food waste for teens," *Dyn. Ind. Revolut. 4.0 Digit. Technol. Transform. Cult. Evol.*, vol. 1, p. 31, 2021.
- [3] Iskandar, Metodologi Penelitian Kualitatif. Jakarta: Gaung Persada, 2019.
- [4] L. J. Moleong, *Metodologi Penelitian Kualitatif*. Bandung: Remaja Rosdakarya, 2000.
- [5] R. C. Bogdan, *Qualitative Reseach for Eduication*. London: Allyn & Bacon, Inc, 1982.
- [6] C. Levi-Strauss, Antropologi Struktural. Ypgyakarta: Kreasi Wacana, 2007.

- [7] S. H. Ahimsa-Putra, *Strukturalisme Lev i-Strauss Mitos dan Karya Sastra*. Yogyakarta: Kepel Press, 2006.
- [8] S. Dwi, *Pengantar Teori Sastra*. Yogyakarta: CAPS, 2012.
- [9] M. E. LESMANA, R. Siswanto, and S. Hidayat, "PERANCANGAN KOMUNIKASI VISUAL KOMIK BERBASIS CERITA RAKYAT TIMUN MAS," in *eProceedings of Art & Design*, 2015, 2015, vol. 2, no. 1, p. 112.
- [10] S. McCloud, *Understanding Comics*. Jakarta: KPG (Kepustakaan Populer Gramedia), 2001.
- [11] S. McCloud, *Reinventing Comics*. Jakarta: KPG (Kepustakaan Populer Gramedia), 2008.
- [12] D. J. Arisyana, "Analisis Visual Karakter Hero Komik Digital Nusantara Droid War," *Univ. Komput. Indones.*, 2021.