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**Conceptualisation of Myself
who has Tribulation on Adulthood in the Form of Printmaking**

Nurina Aiman Abdul Shukor, Mohd. Suhaimi Tohid

Faculty of Art & Design, Universiti Teknologi MARA, Shah Alam Campus, 40450 Shah Alam, Selangor, Malaysia

nurina.aiman.1@gmail.com
Tel of 1st Tel: 01159124567

Abstract

This report aims to investigate how to correlate the idea of conceptualisation of myself who has tribulation in adulthood into visual in the form of printmaking. Research has been conducted by studying the causes of anxiety and fear in adulthood as well as digital printmaking art forms to convey the latter subject. The objective of this research is to explore the conventional and contemporary approach of print media by implementing surrealist art into art-making to show the symbolisation of the feeling of tribulation of adulthood. This concludes that art is significantly influenced by subjective experience, which can no longer be conveyed through an emblematic structure but rather through individual ordering systems. Authenticity and self-reflection are both sources of content and form.

Keywords: fear of adulthood, digital printmaking, contemporary print

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1.0 Introduction

1.1 Background Research

The sense of being unprepared is terrifying. The sensation is unsettling when it comes to something as important as adulthood. It can be daunting if you don't know how to handle your increased responsibility. When it comes to something as essential as adulthood, the sensation is terrifying. If you're not sure how to handle your newfound duty, it can be overwhelming. Because of their regenerative and uncertain character, adolescence and early adulthood are times of "identity confusion" that necessitate settling on a definite life route, yet the inability to choose a career or identify a specific life path can be distressing to the individual (Johnson., 2017).

Many contemporary printmakers use a combination of diverse processes. Their concern is not so much with the purity of a particular medium as it is with the suitability or efficiency of a method for realising an idea. (Fick, et al, 2015). With the rise of postmodernist theory and practise in the mid to late twentieth century, many artists began to work beyond disciplines, integrating various media, in defiance of socially conditioned value systems, established hierarchies, and categorization in the art world (Atkins, 1990). Understanding the meaning of printmaking terminology will open up new avenues for developing, exploring, searching for, and learning new methods to express oneself in the creation of artwork. (Abidin, et al, 2013).

1.2 Research Issues

Most people are unaware that they are living their lives from a child's perspective rather than an adult's (Firestone, 2015). Emerging adulthood is viewed as a period of protracted emotional uneasiness around role status and new and difficult developmental demands (Zimmermann, P., & Iwanski, A., 2014). To suggest they are "adulting"

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creates a barrier between them and what are implied to be true adults who are adulting all the time and have little cause to admit it. It also conveys some scepticism that they will ever be regarded as totally mature (“Why are young adults scared of adulting”, 2019).

Unresolved childhood trauma, the child's defences against emotional anguish, and existential dread are the fundamental impediments to adulthood (Firestone, 2015). The reason why young adults nowadays are taking longer to accomplish these goals is the level of anxiety they feel when trying new tasks, particularly those they believe to be difficult or beyond their skills (“Why are young adults scared of adulting”, 2019).

Separation from parents and other people who have provided some sense of security. This happens as we age, form a new and distinct identity, forge our route in life, and form new relationships (“Why people fear growing up and functioning as adults”, n.d.). Millennials, as young adults, are nearing the end of a crucial stage in their lives and must participate in activities to establish their identity (Johnson., 2017).

1.3 Research Aim

This study is to visualise the expression of someone who has fear of facing adulthood, to reflect the emotions and thoughts of a person who has tribulation on adulthood in form of different settings, through a narrative form of artwork by using the combination of conventional and digital print.

The concept of alternative print is by using the way of repetition by using QR codes. The matrix used for this technique is screen devices of people who scan the QR code and the print would be GIF that plays on the screen. By implying the GIF into printmaking, it could also be called as digital print. The GIF is to enhance the existing artwork's story which are in a form of series. The movement of my artwork only exists during the formation of animated GIF in a way to show an illustrative meaning behind each story

1.4 Illustrations

The image is named 'Eyes Watching', made in the year 2021 using Watercolour on paper and Digital print (GIF). The size of the printmaking is 21 x 29.7 cm. This artwork portrays the feeling of pressure that society put on them. The continuous curious gaze looking at each step we make is a nerve-wracking feeling.



Fig. 1: Eyes Watching



Fig. 2: QR code Eyes Watching



Fig. 3: Suffocating



Fig. 4: QR code Suffocating

The image is named 'Suffocating', made in the year 2021 using Watercolour on paper and Digital print (GIF). The size of the printmaking is 21 x 29.7 cm. The older we get, the more responsibilities and things needed to be done. With everything that is happening it is easy to feel overwhelmed in our everyday life. It is not only set on studies but also daily life occurrences.



Fig. 5: Who Am I?



Fig. 6: QR code Who Am I?

The image is named 'Who Am I?', made in the year 2021 using Watercolour on paper and Digital print (GIF). The size of the printmaking is 21 x 29.7 cm. As children, we are taught and given specific instructions on what to do, how to act and many more. As adults, we are the ones that decision for ourselves, which could lead to confusion in ourselves.

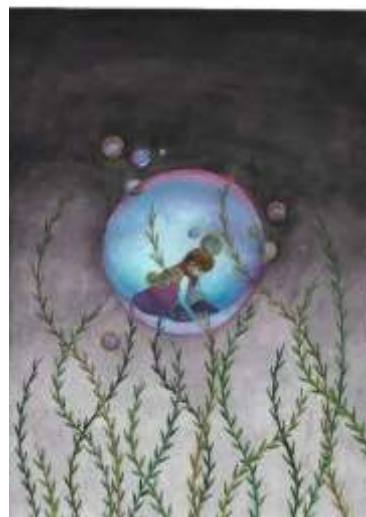


Fig. 7: Staying in Comfort Zone



Fig. 7: QR code Staying in Comfort Zone

The image is named 'Staying in Comfort Zone', made in the year 2021 using Watercolour on paper and Digital print (GIF). The size of the printmaking is 21 x 29.7 cm. Being an adult means that we are needed to step out of our comfort zone. As someone who has fear of adulthood, it is unreachable.

1.5 The Art of Printmaking

Printmaking has been practised as a professional profession for decades, and for much of its history, artists have employed printmaking techniques to create prints (fine art prints) (Uidhir, 2015). The definition of the print, like that of any other art media, is always changing. It can be shaped to meet the social and aesthetic needs of a certain civilization as well as the individual expression of a specific artist (Saff, 1978).

Printmaking allows several copies of an original work of art to be produced. The character of finished print is determined by the materials and methods used. Variations in a print may be achieved by using different inks, types of paper and techniques (Dona, 1965). At the same time, artists all over the world have continued to employ their ideas to adapt various computer technology for creative purposes (Whale, 2003).

Printing principles are essentially the same today as they were centuries ago. Between the simple hand stamp and the elaborate etching press, however, experimentation with modern materials has brought about myriad techniques for making original prints (Dona, 1965). Graphical computing not only offers new techniques for combining and manipulating images, and for speedily turning creative ideas into prints, but also enables printmakers to access and utilise many different sources (Whale, 2003).

With the constant development of new processes, the ancient art of printmaking is continually evolving. New materials and procedures have joined the basic wood block and limestones employed by printmakers for millennia, giving up huge creative pathways for both amateur and professional artists (Dona, 1965). A program, also known as software, is a set of instructions that transforms a computer from an expensive paperweight to a useful tool. The main program on every computer is the operating system, which automatically controls and coordinates its activity (Whale, 2003).

2.0 Literature Review

2.1 Overview

The study investigated what are the causes of tribulation in adulthood and how do they deal with this problem. Most people are unaware that they are living their lives from a child's perspective rather than an adult's (Firestone, 2015). Emerging adulthood is viewed as a period of protracted emotional uneasiness around role status and new and difficult developmental demands (Zimmermann, 2014).

"Anxiety" is a term that has been misused. It has so many varied meanings in many languages that it has become equivalent to the term 'fear.' (Pare, 2016). There are many ways to 'become human', some more and some less available to children (Lee, 2001).

To suggest they are "adulting" creates a barrier between them and what are implied to be true adults who are adulting all the time and have little cause to admit it. It also conveys some scepticism that they will ever be regarded as totally mature ("Why are young adults scared of adulting", 2019). Separation from parents and other people who have provided some sense of security.

This happens as we age, form a new and distinct identity, forge our route in life, and form new relationships ("Why people fear growing up and functioning as adults", n.d.). Millennials, as young adults, are nearing the end of a crucial stage in their lives and must participate in activities to establish their identity (Johnson., 2017).

The researcher aims to visualise the expression of someone who has fear of facing adulthood, to reflect the negative and positive emotions of a person who has tribulation on adulthood in form of different settings, through a narrative form of artwork by using the combination of conventional and digital print.

Artists have encouraged themselves to break away from printmaking traditions and have ventured to do the unthinkable, such as printing on odd surfaces, resulting in their work changing in a variety of ways. (Karim, 2011). Printmaking, photography, industrial machining, and computing have all been and continue to be linked to technological breakthroughs. (McGraw, 2012). In a basic sense, digital is distinct; it belongs to a distinct category. (Coldwell, 2008).

2.2 Theories of Adolescent Development

Adolescent theories differ in the developmental activities that they emphasise (Miller, 1989). Differential developmental tendencies may be observed in emotion-specific behavioural patterns (Zimmermann, 2014). The period of adolescent is viewed as ending with maturity or adulthood (Barbara M., 2020). Adolescence and early adulthood are critical periods for identity formation, according to generational theory (Johnson., 2017).

Adolescence is the transition period between childhood and maturity. The idea of the "age of majority" suggests an endpoint of adolescence, implying that the person has legal control over actions and decisions (Barbara M., 2020). Various psychological and sociological theories provide different perspectives for understanding the characteristics and processes of adolescent development (Leung, 2019).

Unresolved childhood trauma, the child's defences against emotional anguish, and existential dread are the fundamental impediments to adulthood (Firestone, 2015). The reason why young adults nowadays are taking longer to accomplish these goals is the level of anxiety they feel when trying new tasks, particularly those who believe to be difficult or beyond their skills.

Modernity is characterised by uncertainty as traditional systems are destroyed (Johnson, A., 2017). Becoming adulthood is distinguished primarily by its heterogeneity: emerging adults are not required to conform to a set of perceived expectations or to play a specific social function. Rather, they play a "roleless role" that includes every imaginable life path, from full-time undergraduate to living independently (Johnson., 2017).

2.3 Digital Printmaking

The advancement of the latest science and technology has created new media whose presence has challenged and even changed the position of paper media (Mochtan, 2018). The value and logic of the paper method have been modified by the value of the computer and the logic of the screen in modern media. In the sense of society, we could be in the process of moving from paper to digital display along with the structure and values it holds (Mochtan, 2018). Printmaking is an active interface to so many artists.

It is a place of exchange of ideas, creative practice and interdisciplinary thought – a radically contemporary space where emerging, ancient, fresh and old innovations co-evolve and intertwine. Key aspects of printing related to the use of printing blocks and categorising or 'printing' as 'original works of art' and various reproductions. This is because the prints are created using three simple steps, which include the creation of a block or matrix, but the colour on the block and the transfer of the image from the block to another surface (Karim, 2011).

Printmaking is a place of artistic action where artists, rooted in a variety of disciplines, come together on a common ground to participate in human image-making practises (McGraw, 2012). Artists have encouraged themselves to leave behind the norms of printmaking and have dared to do the unimaginable of printing or printing on unusual surfaces, which has resulted in their work evolving in several ways (Karim, 2011). Technological advances in printmaking, photography, industrial machining and computing have been, and remain, intertwined (McGraw, 2012). In a fundamental sense, digital is different; it is in a different group (Coldwell, 2008).

Digital technology has served an increasingly important role in the printing practice, both in terms of fully-resolved and digitally-printed works and works where digital technology has facilitated a revisiting of more conventional printing technologies (Coldwell, 2008). Screen printing is a promising technique for mass production of printed electronics (Hyun, et al, 2015). In the phase of contemporary artwork, many artists use a mixed media approach to making artwork. The method used is diverse, across all disciplines of art (Noor, 2016).

3.0 Methodology

One purpose is to develop and access research ideas and procedures. The goal of basic or clear research is to seek or broaden the bounds of data. This study is interested in how a person responds with undemonstrative ideas and feelings based on personal experience. This section focuses on the data gathering strategies that were employed to obtain the most relevant information for this investigation. This study's reliability and validity will also be reviewed, as well as the limitations it faced. Finally, it will discuss how the collected data was analysed.

Table 1. Research Objectives and Method Used

Research Objective	Method
To conceptualise the feeling of tribulation on adulthood as well as confronting the particular problem in a series of artwork.	<ul style="list-style-type: none"> • Online research for both literary and visual sources. The majority of the literature research was conducted using Google Scholar and online libraries. In the case of visual research, the researcher focuses on the surroundings of everyday life as well as online visual data. • The researcher chose artists who have done work with the same or similar theme and style.

The art-based study can be described as the precise application of the creative process, the authentic creation of imaginative articulation in all of the various types of expressions, as the primary method of comprehending and inspecting experience by both analysts and individuals who include their assessments. (McNiff, 2008).

4.0 Findings

This study is to visualise the expression of someone who has fear of facing adulthood, to reflect the emotions and thoughts of a person who has tribulation on adulthood in form of different settings, through a narrative form of artwork by using the combination of conventional and digital print. To achieve a modern view towards the idea of tribulation of adulthood with new digital techniques to keep up with evolving of the modern way of life.

Tribulation of adulthood is something everyone would feel at a point in their lives and it is not a topic that people casually talk about. The concept of accepting the adult world's plethora of obligations is simply not appealing, but most individuals eventually get over it. Storytelling is a social and cultural activity of sharing stories and each stage of our life has its own set of stories or narratives. This study is to identify and embrace the feeling of tribulation of adulthood in form of a series. In a day many things happen that could trigger the feeling of fear towards adulthood, even the simplest things that might look trivial to some.

With the rapid development of digital in this modern era, the art world is needed to evolve too as people's interest changes with time. Nowadays anything that includes digital or screen would surely catch the audience eye. As smartphones are now a necessity in our daily life, this study experiments to create a new technique with the combination of conventional and digital art that could be easily accessed through a smartphone.

Digital print can be in many forms as now there are many possibilities in the digital world. Full graphics interchange format or known as GIF is not only be used as images but could also be used to create animated images and they are more like flipbooks. With this, it could show more depth of the story of the conventional art which is still. To link both of these techniques it would be the help of QR code which is a type of matrix barcode that now could easily be accessed through smartphones.

The audience would need to scan the QR code near the conventional artwork and they would be able to see the digitalise version of it with some animation. By doing this not only audience can appreciate the conventional art but also engage with it and have a more in-depth experience of the artwork.

5.0 Discussion

This study can produce tribulation of adulthood artworks using the media and techniques of digital print and conventional art. With the experimenting of conventional and digital techniques, it can bring the storytelling of the artworks into a much more profound visual.

Artworks can be vague or be interpreted in many different ways as it is to the person. With animation that is linked to conventional artworks, the audience is able to distinguish the story in the artwork and the emotions that the artwork wants to tell.

As the study is about the tribulation of adulthood which many people do face this issue, this study specifics on one person point of view which could be widened by many other perspectives. Tribulation on adulthood is not something uncanny though people usually tend to live and cope with it. This study hopes that the artworks are able to reach out to society that feels the same way. Future studies would be recommended to have a different perspective as it is a continuous feeling and different ages have different fears of adulthood.

6.0 Conclusion & Recommendations

To conclude, this research is able to achieve its objective and the contents can reach the audience. The researcher can visualise the tribulation on adulthood in a form of narrative artwork. Each artwork symbolises different situations and feelings on facing adulthood. Each artwork successfully differentiates each feeling with different compositions and each title resembles the feeling with the study.

Furthermore, the researcher is able to deploy the media and techniques of digital print and conventional art into the form of artwork. With the addition of digital print, the researcher is able to add depth to the emotions in the artworks. Each digital print potentially generates a different emotion due to the slight movement. By experimenting with these two techniques, the audience would be able to understand and immerse more into the idea and artwork.

At present research, only consists of one person point of view which could be broadened towards society. For further research, questionnaires and interviews could be done to solidify the outcome of this study. As for techniques, it could be broadened with a variety of techniques and not only restricted to GIFs only as the digital world has evolved in many ways.

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