



UNIVERSITI
TEKNOLOGI
MARA

Perpustakaan
Tun Abdul Razak

LOCAL CONTENT HUB

CONTENT

- Introduction
- Objectives
- Manual of Using Art & Design Local Content Hub Portal

INTRODUCTION

Art an Design Local Content Hub is a center on / about Malaysian art and design. This database is created and designed by Perpustakaan Tun Abdul Razak, Universiti Teknologi MARA, Malaysia. It acts as an online digital database that collects, preserve and disseminates publication on Malaysian art and design such as image, graphic design, reports, articles, books, journal articles, conference papers, thesis, students projects, working papers, conference proceedings, book chapters, newspapers, technical reports, data and other types of research publications and also unpublished manuscripts and papers.

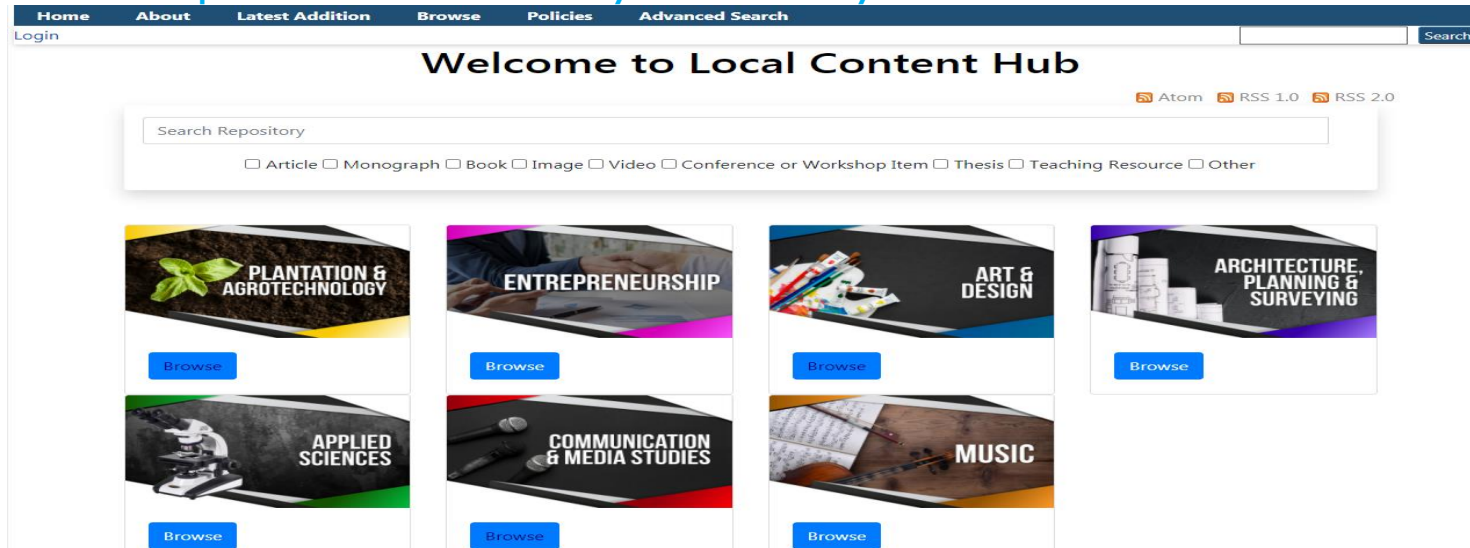
OBJECTIVES

- To collect and conserve a spread information in the field art and design in Malaysia.

MANUAL OF USING ART & DESIGN LOCAL CONTENT HUB PORTAL

Guide I

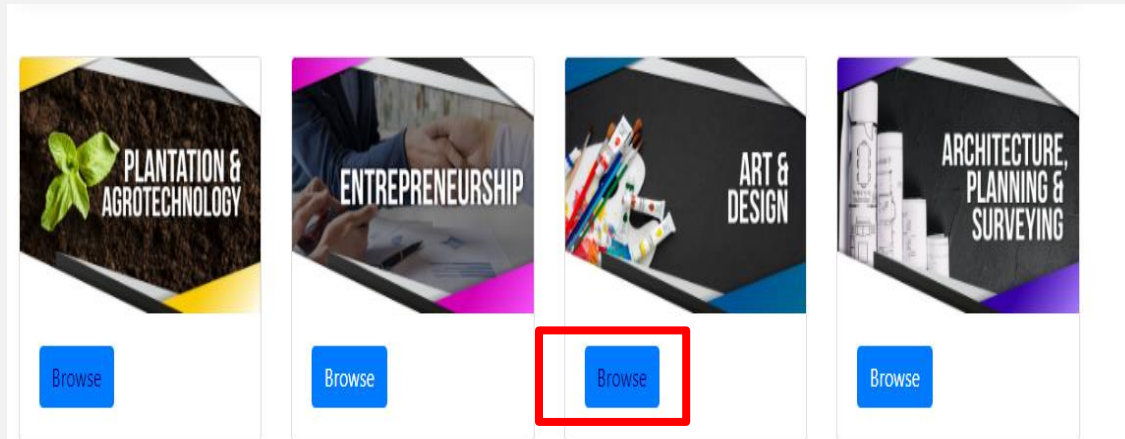
- Go to <http://localcontent.library.uitm.edu.my/>



- There are six menu buttons at the top left of the main page of the website which are Home, About, Latest Addition Browse, Policies, Advanced Search
- There are seven formats of the local content that user can choose to find any references which are Article, Monograph, Book Image, Conference in Workshop Item Thesis, Teaching Resource, Other
- There are seven Local Content which are: Plantation & Technology, Entrepreneurship, Art & Design, Architecture, Planning & Surveying, Applied Sciences, Communication & Media Studies and Music.

MANUAL OF USING ART & DESIGN LOCAL CONTENT HUB PORTAL

Guide 2



- Click Browse at Art & Design Local Content Hub.

Items where Subject is "Art & Design"

Up a level

Export as ASCII Citation Export Atom

- Taxonomy (162)
 - Art & Design (162)
 - Animation (4)
 - Computer-aided Design (13)
 - Creative Photomedia (21)
 - Decorative Arts (21)
 - Digital images (9)
 - Fine Art (52)
 - Fundamental Art (16)
 - Graphic Communication (11)
 - Illustrations (8)
 - Interactive Design (3)
 - Jewellery Design (4)
 - Metal Design Fabrication (5)
 - Photographic (3)
 - Textile Designs (50)
 - Visual Culture Studies (50)

- Result of all Art & Design Local Content will be displayed.
- Click at the Item of Art & Design Local Content Hub such as Animation

MANUAL OF USING ART & DESIGN LOCAL CONTENT HUB PORTAL

Guide 3

art and design

Article Monograph Book Image Video Conference or Workshop Item Thesis Teaching Resource Other

Use keyword
to search

- Use keyword at Search Repository and click at the format such as Article, user will get to see all the articles that user want to find.




Home About Browse

Login Search

Title matches "art and design" (Ignoring: "and") AND Item Type matches any of "Article"

Displaying results 1 to 1 of 1.
[Refine search](#) | [New search](#)

Order the results: by year (most recent first)

Export 1 results as ASCII Citation   

1. [Symmetry analysis of Malay art design in ethnomathematics perspectives](#), Journal of Science and Mathematics Letters, 7, pp. 72-84. ISSN 2462-2052 (2019) Item not available from this repository.

Displaying results 1 to 1 of 1.
[Refine search](#) | [New search](#)

Order the results: by year (most recent first)

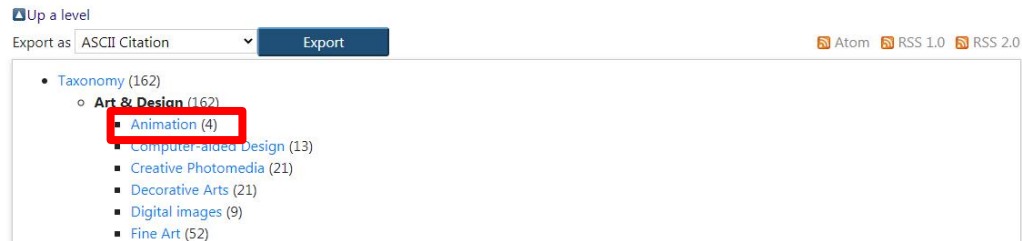
- Click at the articles that the user want to find.

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Guide 4

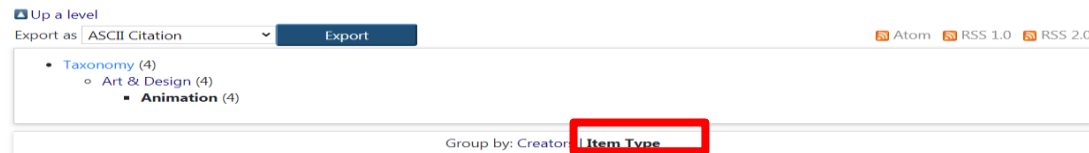


Items where Subject is "Art & Design"



- Choose the item that the user want such as Animation.

Items where Subject is "Animation"



- Click at Item Type
- The item type of the keyword search will be displayed.

Article

[The Research of 3D Modeling between Visual & Creativity](#). International Journal of Innovative Technology and Exploring Engineering (IJITEE), 8. pp. 180-186. ISBN 2278-3075 (2015)

[Learning effectiveness of 3D hologram animation on primary school learners](#). Journal of Visual Art and Design, 9 (2). pp. 93-104. ISSN 2337-5795 (2019)

Newspaper

[Pak Pandir, Kluang Man dipopularkan dalam kursus ukir figura](#). [Newspaper] (2016)



- Click at the title that the user want to find.

MANUAL OF USING ART & DESIGN LOCAL CONTENT HUB PORTAL

Guide 5

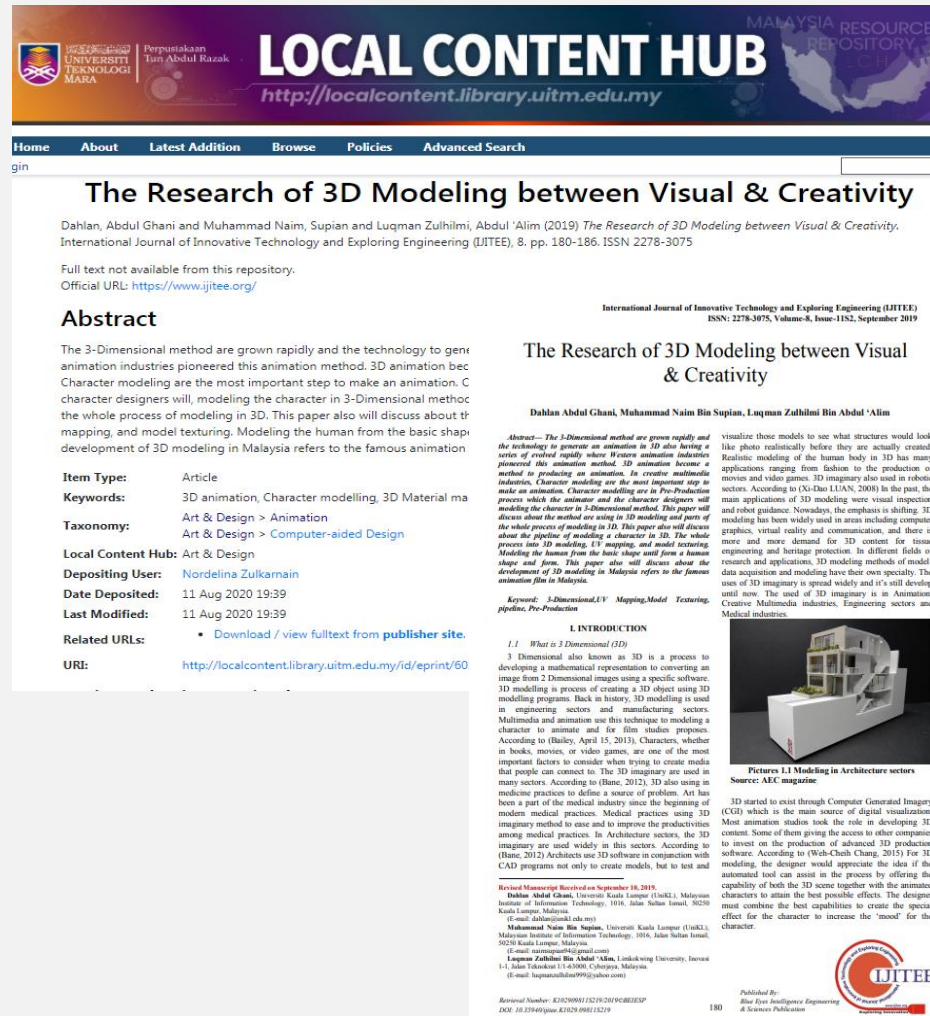
The screenshot shows the 'LOCAL CONTENT HUB' website. The header includes the logo of Universiti Teknologi MARA and the URL <http://localcontent.library.uitm.edu.my>. The navigation menu has links for Home, About, Latest Addition, Browse, Policies, and Advanced Search. A search bar is present with a 'Search' button. The main content area displays the title 'Symmetry analysis of Malay art design in ethnomathematics perspective:' and the authors 'Rushana Sulaiman @ Abd Rahim and Halim, Husain (2019)'. Below the title, it states 'Full text not available from this repository.' and provides the official URL: <https://ejournal.upsi.edu.my/index.php/JSML>. The 'Abstract' section begins with 'This paperwork aims to examine the meaning allude to Malay art concept through mathematical and thinking. It can be seen on carvings, weaving, painting, architecture and textile. Pattern a Malay art works are rich with mathematical values which can be seen on any geometric design qualitative research that analyses symmetry. Art designs was analysed in formalistic context to explain symmetry concepts that exist in ethnomathematics. Written and visualised data are collected via documentation, recording and observation. The findings of this study showed that denied through the beauty of art works as well as its beauty in mathematical aspects. The implication of this research is to view and see art not on angle of arts appreciation, but can be expanded to various philosophical perspectives especially mathematical aspects'. The 'Item Type' is 'Article'. 'Keywords' include 'Symmetry, Art appreciation, Malay Arts'. 'Taxonomy' is 'Art & Design > Textile Designs' and 'Art & Design > Visual Culture Studies'. 'Local Content Hub' is 'Art & Design'. 'Depositing User' is 'Nordelina Zulkarnain'. 'Date Deposited' is '11 Aug 2020 09:21'. 'Last Modified' is '11 Aug 2020 09:21'. Under 'Related URLs', there is a link 'Download / view fulltext from publisher site.' which is highlighted with a red box and an arrow pointing to the right. The right side of the screenshot shows the article's metadata, including the journal title 'Journal of Science and Mathematics Letters, Vol 7, 2019 (72-84)', ISSN numbers, and the title in Indonesian: 'Analisis Simetri Reka Bentuk Kesenian Melayu dalam Perspektif Etnomatematik'. It also lists the authors, their affiliations, and contact information. The abstract in Indonesian is also visible.

- User will get to see the page of all the article.

- Click Download/ view fulltext from publisher site to get the article.

MANUAL OF USING ART & DESIGN LOCAL CONTENT HUB PORTAL

Guide 6



The screenshot displays the Local Content Hub portal interface. At the top, there is a navigation bar with links for Home, About, Latest Addition, Browse, Policies, and Advanced Search. The main content area shows a search result for the article "The Research of 3D Modeling between Visual & Creativity" by Dahlan, Abdul Ghani and Muhammad Naim, Supian and Luqman Zuhilmi, Abdul 'Alim (2019). The article is published in the International Journal of Innovative Technology and Exploring Engineering (IJITEE), Volume 8, Issue 1182, September 2019. The abstract discusses the growth of 3D modeling technology and its application in animation industries. The portal also provides a download link for the full text from the publisher's site.

LOCAL CONTENT HUB
http://localcontent.library.uitm.edu.my

Home About Latest Addition Browse Policies Advanced Search

The Research of 3D Modeling between Visual & Creativity

Dahlan, Abdul Ghani and Muhammad Naim, Supian and Luqman Zuhilmi, Abdul 'Alim (2019) *The Research of 3D Modeling between Visual & Creativity*. International Journal of Innovative Technology and Exploring Engineering (IJITEE), 8, pp. 180-186. ISSN 2278-3075

Full text not available from this repository.
Official URL: <https://www.ijitee.org/>

Abstract

The 3-Dimensional method are grown rapidly and the technology to generate animation industries pioneered this animation method. 3D animation become the most important step to make an animation. Character designers will, modeling the character in 3-Dimensional method the whole process of modeling in 3D. This paper also will discuss about texture mapping, and model texturing. Modeling the human from the basic shape development of 3D modeling in Malaysia refers to the famous animation

Item Type: Article
Keywords: 3D animation, Character modelling, 3D Material ma
Taxonomy: Art & Design > Animation
Art & Design > Computer-aided Design
Local Content Hub: Art & Design
Depositing User: Nordelina Zulkarnain
Date Deposited: 11 Aug 2020 19:39
Last Modified: 11 Aug 2020 19:39
Related URLs: [Download / view fulltext from publisher site.](#)
URI: <http://localcontent.library.uitm.edu.my/id/eprint/60>

International Journal of Innovative Technology and Exploring Engineering (IJITEE)
ISSN: 2278-3075, Volume-8, Issue-1182, September 2019

The Research of 3D Modeling between Visual & Creativity

Dahlan Abdul Ghani, Muhammad Naim Bin Supian, Luqman Zuhilmi Bin Abdul 'Alim


Abstract— The 3-Dimensional method are grown rapidly and the technology to generate animation industries pioneered this animation method. 3D animation become a method to producing an animation. In creative multimedia industries, Character modelling are the most important step to make an animation. Character modelling are in Pre-Production process which the animator and the character designers will modeling the character in 3-Dimensional method. This paper will discuss about the method and the 3D modeling and parts of the whole process of modeling in 3D. This paper also will discuss about the pipeline of modeling a character in 3D. The whole process like 3D modeling, UV mapping, and model texturing. Modeling the human from the basic shape will form a human shape and form. This paper also will discuss about the development of 3D modeling in Malaysia refers to the famous animation film in Malaysia.

Keyword: 3-Dimensional, UV Mapping, Model Texturing, pipeline, Pre-Production

INTRODUCTION

1.1 What is 3 Dimensional (3D)

3 Dimensional also known as 3D is a process to developing a mathematical representation to converting an image from 2 Dimensional images using a specific software. 3D modeling is a process of creating a 3D object using 3D modeling programs. Back in history, 3D modeling is used in engineering sectors and manufacturing sectors. Multimedia and animation use this technique to modeling a character to animate and for film studios proposes. According to (Hilley, April 15, 2013), Characters, whether in books, movies, or video games, are one of the most important factors to consider when trying to create media that people can connect to. The 3D imaginary are used in many sectors. According to (Banc, 2012), 3D also using in medicine practices to define a source of problem. Art has been a part of the medical industry since the beginning of modern medical practices. Medical practices using 3D imaginary method to ease and to improve the productivities among medical practices. In Architecture sectors, the 3D imaginary are used widely in this sectors. According to (Banc, 2012) Architects use 3D software in conjunction with CAD programs not only to create models, but to test and visualize those models to see what structures would look like photo realistically before they are actually created. Realistic modeling of the human body in 3D has many applications ranging from fashion to the production of movies and video games. 3D imaginary also used in robotic sectors. According to (Xu-Dao LIAN, 2009) In the past, the main applications of 3D modeling were visual inspection and robot guidance. Nowadays, the emphasis is shifting. 3D modeling has been widely used in areas including computer graphics, virtual reality and communication, and there is more and more demand for 3D content for tissue engineering and heritage protection. In different fields of research and applications, 3D modeling methods of model-data acquisition and modeling have their own specialty. The uses of 3D imaginary is spread widely and it's still develop until now. The use of 3D imaginary is in Animation, Creative Multimedia industries, Engineering sectors and Medical industries.



Pictures 1.1 Modeling in Architecture sectors
Source: AEC magazine

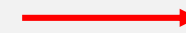
3D started to exist through Computer Generated Imagery (CGI) which is the main source of digital visualization. Most animation studios took the role in developing 3D content. Some of them giving the access to other companies to invest on the production of advanced 3D production software. According to (Web-Chan Chang, 2015) For 3D modeling, the designer would appreciate the idea if the automated tool can assist in the process by offering the capability of both the 3D scene together with the animated characters to attain the best possible effects. The designer must combine the best capabilities to create the special effect for the character to increase the "mood" for the character.

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