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An Expanded Drawing Terminology from the Arts and Design Perspective for Higher Education and Professionals

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Abstract

This research article presents a comprehensive assessment of the expanded drawing language in the fields of art and design, aiming to enhance understanding in these domains. It addresses the evolving nature of drawing terminology, particularly in response to new technologies and approaches in visual art, while also exploring the historical significance of drawing and its language in the context of arts and design. The lack of systematic studies reviewing the importance of drawing language in facilitating communication, analysis, and interpretation of artworks is identified as a problem, along with the inadequate, obsolete, and inconsistent understanding of drawing terminology. To address these issues, the research adopts a systematic literature review methodology to develop a broader understanding of drawing terms. The findings highlight the importance of clarity, uniformity, and appreciation of drawing terminology in the arts and design fields, providing precision, creativity, critical thinking, improved education, and cross-cultural communication for higher education students and professionals. The research covers various aspects, including an overview of drawing as a visual art form, its therapeutic benefits, and its role in different art and design disciplines. It also delves into drawing techniques, tools, and applications, encompassing both traditional and digital media. The significance of drawing in education as a visual learning and problem-solving tool is explored, as well as its industrial applications in product design, manufacturing, and technical documentation. The article concludes by recommending the development of a more thorough and up-to-date understanding of drawing terminology to reflect the contemporary status of the field, providing valuable insights for students, educators, and professionals in the arts and design fields.

Keywords: Drawing Terminology, Arts, Design, Higher Education, Professionals

Introduction

Terminology is a field-specific language. This helps specialists communicate and comprehend area concepts and concerns by classifying and defining them. These terminologies may have different meanings in different fields. Concept, definition, and term define terminology. Concepts help organise knowledge and perspectives. Concepts are usually grasped within a structured framework. Definitions connect a concept to its word and distinguish it from other concept-term units. A concept's word is its language. Terms refer to discrete conceptual entities, qualities, activities, and relations that make up specific domains of knowledge. Terminologists prefer terms with precisely defined concepts that are systematically tied to the domain's knowledge structure. The term should also convey this meaning and be accepted in the linguistic system (Bowker, 2019). More than that, the following definitions are introduced to help obtain a thorough understanding of the terminology related to dimensioning techniques in learning (Puiutta & Veith, 2020).

Drawing terminology refers to terms that are used to describe concepts and elements of fundamental drawing, such as line, shape, form, colour, light, texture, value, proportion, perspective and space. Examples of drawing terminology include making it easier for artists and designers to communicate with and comprehend drawings in the same way, which in turn makes communication and analysis of artworks more straightforward. Besides that, the word "design" derives from the Italian word "disegno," which literally translates to "drawing." The phrase can refer to the act of drawing a line on paper as well as the process of putting out an idea (Malafouris, 2019). Drawing language is helpful for identifying and describing the components that influence the overall quality and attractiveness of an artwork.

Drawing has long been seen as an essential and basic skill for anyone interested in the creative arts or design (Winner et al., 2020). It can be used as a method of visual expression as well as a tool for the invention of ideas, the development of concepts, and the transmission of information (Rakhmonkulov & Usarov, 2019). However, as a result of the development and expansion of the domains of arts and design, the language that is used to explain the numerous components, methods, and approaches of drawing has also undergone significant change (Habib, 2022). This research is to delve into this increasing terminology and investigate its meaning, usage, and relevance in relation to the contemporary field of arts and design.

This research has focused on the expanded language used in drawing, both conventionally and currently, as well as how it is seen and understood by students and professionals in the arts and design. Conventional and contemporary drawing will both be examined. The research also investigates how these terms have developed and altered throughout the course of time, reflecting how the disciplines of study have progressed themselves. This study has produced a significant contribution to the understanding of drawing in the domains of arts and design by offering a complete assessment of the enlarged drawing language. It will also serve as a helpful resource for practitioners, educators, and students.

Problems in Drawing Terminology

The issue with the current understanding of drawing terminology is that it is frequently inadequate and obsolete. As the realms of art and design have progressed and expanded, so has the terminology used to describe various aspects of drawing. However, practitioners,

instructors, and students in these professions do not always comprehend this increasing language, resulting in confusion and misconceptions (Ur, 2019).

In addition, the conventional definitions of drawing words do not adequately encompass the new techniques and methods that have evolved in the digital age, such as the advancement of technology in the form of computer tablets. As a result, freehand drawing, particularly in the form of drawing, is becoming increasingly popular. Digital technology has a significant impact on workgroup culture, creative thinking, neurobrain and body wellness, especially in art and design productions (Budiman et al., 2020). Consequently, a more thorough and up-to-date grasp of the enlarged drawing language is required to more accurately reflect the current status of the fields and the evolving nature of drawing itself.

The lack of a clear and uniform knowledge of drawing terminology hinders communication between professionals, educators, and students in the art and design sectors, as proven by the impact that drawing by hand has on learning and the ability to retain information (Tlili et al., 2021). It also hinders their professional capacity to fully appreciate and comprehend the works of their peers, as well as their own. This study intends to improve the clarity and uniformity of drawing terminology and to increase the knowledge and appreciation of drawing in the domains of art and design by addressing this issue.

Overview of Drawings

Drawing is a form of visual art that involves representing an item, form, or concept by making marks on a surface, such as paper, canvas, or digital media (Ching, 2019). Drawing can range from simple sketches to highly finished artwork and can be done with a variety of instruments, including pencils, charcoal, ink, and a digital stylus.

Drawing is a fundamental ability for many art and design professions and is used for a range of objectives, including planning and visualising designs, exploring ideas, and creating artworks. There are a variety of drawing styles and techniques, ranging from realistic depictions to abstract expression, and each can be used to portray a variety of feelings, thoughts, or concepts (Rose, 2022).

Drawing can also be a therapeutic or meditative activity in psychology and is frequently used to clear the mind and relax (Isgandarova, 2019). Creativity in drawing continues to evolve and is a crucial component of the current art and design worlds, despite its long history.

Drawing in Arts

The practise of drawing is essential to the field of visual arts and has a long and illustrious history that can be traced back to ancient times. It is a mode of expression that enables artists to investigate a variety of concepts, produce artworks that are either representational or abstract, and connect with other people through the medium of visual means (Hiltunen et al., 2020). In the realm of fine art, drawings can take on a variety of forms, from rough draughts to highly polished artworks, and they can be made with a wide variety of media and implements, such as pencils, charcoal, ink, or digital media.

Drawing is an essential component in the evolution of an artist's style and provides opportunities for both the artist and the viewer to experiment and express themselves creatively (Runco & Pritzker, 2020). Drawings can also exist as a separate art form in their own right, which allows them to be exhibited and collected independently.

Drawing is a fundamental technique used in a wide range of art and design fields, including but not limited to architecture, fashion design, and graphic design, in addition to fine art. In these areas, drawings are used as a method of planning as well as picturing and communicating ideas to others (Bestley & McNeil, 2022). Drawing also continues to be an important and ever-evolving component of the visual arts (Akram et al., 2021). It also continues to play a key role in the production of art in all of its forms as well as in the appreciation of art.

Drawing in Designs

Drawing is an essential step in the design process at every stage, from initial concept development to the manufactured product (Cross, 2021). Drawings are used as a visual representation of ideas, thoughts, and designs in the design fields of architecture, interior design, fashion, and graphic design, among others. They are used to communicate with customers, fabricators, and other stakeholders, as well as to visualise the finished product before it is manufactured.

Drawings are a useful tool for experimenting with a variety of ideas and concepts in the beginning stages of the design process (Ware, 2019). It can be produced easily and at a minimal cost, which enables designers to experiment with their concepts and develop them further. In the design process, some of the common types of drawings that are utilised include renderings, conceptual drawings, and sketches.

As a design project moves forward, the drawings that serve as a blueprint for subsequent phases of fabrication and construction grow increasingly precise and technical. Technical drawings, which include things like architectural designs and mechanical drawings, are used to offer accurate specifications and instructions for the manufacturing of the final product (Van Daele et al., 2021).

In the process of product design, conventional methods like hand drawing still play a significant role, but the use of digital tools and software is also becoming increasingly important. The use of digital drawings provides a number of benefits, including improved precision, speed, and overall effectiveness (Wang et al., 2020). This makes it simple to collaborate with others and make revisions, which enables designers to engage with customers and stakeholders even when they are located in different regions.

In general, the act of drawing is an essential component of the design process since it provides a medium for imagining, communicating, and ultimately creating designs. Drawings are an essential part of bringing designs into reality, and this can be done either by hand or with the help of digital technologies.

Drawing Techniques in Art and Design

Drawing practises in art and design can vary depending on the project's individual setting, purpose, and objectives. However, some steps include:

1. **Preparation:** This involves collecting reference materials, selecting the necessary tools and supplies, and organising the work environment.
2. **Drawing and exploration:** During this phase, the artist or designer will create loose, basic drawings to investigate various themes and ideas, frequently experiment, and make adjustments until they are satisfied with the direction of the artwork.
3. **Refining and defining:** An artist or designer concentrates on refining and defining the drawing in order to create more precise and detailed representations of visual ideas. This could include the addition of shading, texture, or colour.
4. **Revisions:** Depending on the purpose of the drawing, the artist or designer may make revisions based on feedback or further exploration of the subject.
5. **Finalization:** In this stage, the artist or designer completes the drawing and makes any final refinements. They may sign and date the work, or prepare it for display or presentation.

This procedure can be repeated as necessary and varies for each artist or designer. Others adopt a more organised and purposeful method of operation. Finding the strategy that works for the individual and the specific job is essential. In the context of design, the process also involves presenting the drawings to clients, fabricators, or other stakeholders for feedback and using the drawings as a production plan. The purpose of the drawing process is to provide a clear and accurate picture of the artist's or designer's concepts, ideas, or creations.

Drawing Tools and Applications in Technologies

To create works of art and design, artists and designers frequently employ a wide range of analogue and digital drawing implements (Ergashev & Raxmonov, 2022). Traditional media for drawing and sketching, such as pencils, charcoal, and pastels; tools for any painter, such as brushes and canvas; vector graphics creation applications, such as Adobe Illustrator and Inkscape, which are commonplace in graphic design programs; tablet computers and styluses for digital sketching and drawing; raster graphics authoring and editing programs, such as Adobe Photoshop; and 3D modelling programmes for creating 3D models are some of the most common tools and applications. The requirements of the artwork and the preferences of the artist or designer will determine the method of creation.

Drawing in Educational Concept

Drawing is an important educational tool since it facilitates visual learning and expression. Drawing allows students to graphically demonstrate their understanding of a material, engage in a psychomotor exercise, and improve their creativity (Cratty & Noble, 2022). Drawing can also be used as a problem-solving technique, allowing students to graphically arrange information and articulate their ideas. It can be applied to a variety of

areas, including art, science, mathematics, and social studies, to improve learning and retention (VanTassel-Baska & Baska, 2021). Drawing is also an essential educational idea that may be utilized in several ways to facilitate learning and comprehension. Here are some of the educational applications of drawing

1. Drawings can assist students in understanding and visualizing complicated concepts, including scientific processes and mathematical formulas.
2. Encouraging students to draw can aid in the development of their creativity and imagination, which can be applied to various aspects of their lives.
3. Drawing demands close observation and attention to detail, which might assist students in developing their observational and perceptual abilities.
4. Drawing allows students to actively engage with the topic they are learning, as opposed to only taking knowledge passively.
5. Drawing can help students language development by allowing them to communicate their thoughts and ideas visually.
6. Drawing is a helpful tool for educators to support the learning and development of students in a variety of ways.

Drawing in Industry Concept

Drawing to obtain and aid in determining the position and rotation angle of a specific part feature in a two-dimensional drawing that detects specific symbols, shapes, and shapes in existing 2D drawings has been conducted in a variety of directions using machine learning and graphical networks. Deep learning has proven to be extremely effective in the fields of object detection and industry concept categorization (Lee et al.,2021). Besides, drawing is an essential concept in a variety of industries and plays a vital part in the design, production, and communication processes. Listed below are a few industrial applications of drawing:

1. Before a product is manufactured, engineers and designers frequently use drawings to plan and conceptualise the product's design. This enables the identification of potential faults and the implementation of necessary adjustments prior to production.
2. Drawings can be used to convey the specs and features of a product to manufacturers, who use them as a reference during the production process.
3. Technical documentation in drawings can be used to create technical documentation, such as assembly instructions and circuit diagrams, which are crucial for the maintenance and repair of items.
4. Drawings are used by architects and engineers to plan and convey the design of buildings and structures. This consists of floor plans, elevations, and sections utilised during the construction process.
5. Advertising and marketing in drawings can be used in the advertising and marketing business to produce visual representations of products, services, or concepts in order to effectively communicate them to the intended audience.
6. Drawing is a crucial technique for envisioning, expressing, and producing a vast array of items and structures in a variety of industries.

The Established Terminology in Drawing

Various perspectives of the drawing process and the final artwork can be described using the standard terminology in drawing, which is a set of particular terms and procedures

including fields like science and technology. Education is the factory that produces the needed technologists, technicians, craftsmen, and skilled artisans who are required to change the nation's economy in a favourable direction (Brown & Vacca, 2022). Some often encountered drawing terms are: line is a continuous mark formed by a moving point on a surface; value is its lightness or darkness; proportions are the relative sizes of its many components; perspective is used to describe the method through which two-dimensional space is made to appear three-dimensional; composition is the strategic placement of a drawing's parts, especially negative space; cross-hatching is used to describe a method of producing shading in drawing by crossing groups of parallel lines; and contour drawing is a type of drawing that accurately represents the shape and form of its subject. These terms and techniques form the foundation of the language used in the field of drawing and help artists and students communicate effectively about artwork.

The Reformulated Terminology in Drawing from the Perspective of Art and Design

In the perspective of arts and design, drawing may be reconceived as a means of conveying ideas and solving problems via the use of the artist's and designer's intuitive senses such as line, form, value, perspective, composition, proportion, texture, contrast, balance, and shading. It is possible to construct a two-dimensional depiction of any subject or idea by employing a wide variety of methods, materials, and instruments in the process of drawing. Drawing has dual functions in the fields of art and design. It can be used to generate initial ideas and concepts, and it can be used to convey and exhibit finished artworks to others.

The ability to sketch out potential shapes, arrangements, and approaches before committing to a piece of artwork is a major reason why artists and designers consider drawing to be an essential part of the creative process. Drawing also improves other abilities necessary for success in the creative industries, such as analytical thinking, manual dexterity, and visual literacy. Overall, drawing plays a central role in the creative process, serving as both a tool for visual expression and a means of problem-solving and communication.

Conclusion

In conclusion, the enlarged drawing terminology from the standpoint of arts and design demonstrates the adaptability of drawing as well as the significance of drawing as a way of visually communicating ideas and finding solutions to problems. Phrases such as line, value, proportion, perspective, composition, cross-hatching, and contour drawing are examples of terms that are included in the established terminology. This terminology provides artists and designers with a common language in which they can communicate about their artwork.

Drawing is an essential part of the creative process since it enables creative professionals, such as artists and designers, to play around with various lines, forms, compositions, and techniques before committing to a finished product. Additionally, it fosters analytical thinking, hand-eye coordination, and visual literacy, all of which are crucial abilities for success in the disciplines of art and design.

Lastly, drawing is an essential part of the creative process since it may be used not only as a medium for visual expression but also as a means of solving problems and communicating ideas. The expanded drawing terminology gives artists and designers a framework that they

can use to understand and investigate the numerous parts of drawing, as well as to continue pushing the boundaries of their profession.

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