

Crafting Creativity: Digital Tool's Role in Art Education

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Abstract

A structured way of tuning students become more creative in expression, can be termed Art education. Arts like drawing, dancing, painting, sculpturing and alike come under this propaganda. A normal academic curriculum includes general areas like English, History, Science, Mathematics, Geography, and runs an objective assessment methodologies bringing out the understanding of candidates. Whereas art education can help students enhance emotional well-being, improve memory and feel more socially connected and responsible. Rabindranath Tagore believed that art has the power to transcend language and cultural barriers, and to unite people in a shared appreciation of beauty and creativity. Like all the other evolutionary improvement art education, with time, is going through several advancements. The introduction of Digital platforms have started enabling students to easily manipulate images, textures and shapes, which fosters a sense of exploration and experimentation. As technology advances, it paves way for artistic expression, while art inspires technological innovation. This interplay has been constant throughout history, from the invention of the printing press to the rise of digital art.

Keywords: Sculpting, Digital Era, Digital Platforms, Innovation, Exploration

Digital art is created using electronic devices such as computers, tablets and smartphones, along with specialized software programs and applications depending on the category of art. Digital art tools are an essential part of the creative process, comprises of drawing tablets, stylus pens and computer mice. These tools help artists to create digital art with precision and control, as well as providing a more natural and traditional feel to the creative process. The book *The Addictive Sketcher* is actually a guide to traditional sketching techniques, covering pencils, colored pencils, charcoal, and graphite, rather than a digital artwork guide. This book guides those candidates, unable to access internet, especially freshers fond of painting.

Adobe Photoshop can be a choice for digital art and drawing, specially meant for beginners, with no age concern. The program works across Windows and Apple devices, and is packed with every tool a professional artist or beginner designer might need. Photoshop is a software program often used for image editing, graphic design and digital art. Also a critical tool for designers, web developers, graphic artists, photographers and creative professionals. In the domain of theater, where art and technology integrate to create magic, digital tools like Q Lab, Capitals, Notion, OBS Studio, and Stage Manager have become indispensable assistants. The book *The Photoshop: Absolute Beginners Guide* by Mckinnon offers comprehensive introduction to colour corrections, colour touchups and enhancements digitally. Getting equipped from the book, beginners can use the websites for proceeding activities and next level of improving themselves.

Procreate is a raster graphics editor app for digital painting developed and published by the Australian company Savage Interactive for iOS and

iPad OS. It was launched on the App Store in 2011, brouchered to foster beginners interested to paint and share their talents world-wide. The book *Beginner's Guide to Digital Painting in Procreate* easy-to-follow tutorials on digital painting with stunning concept art. Updations can be received through the website provided. Introduction through the book and proceedings online parallels interest and growth.

QLab is a software application that allows users to create and edit audio, video and lighting cues for live events. A specific key tool for stage managers and designers in modern theatrical productions.

Digital sculpting is a 3d modelling technique, used in specific to shape and create structures, shapes, characters using virtual clay. Traditional sculpting is done with clay or stone. Whereas digital sculpting is performed with software tools to push, pull, smooth and refine, before creating any structures.

Augmented Reality (AR) art installations are framed to connect reality with those images that gets created in our mind or vision. Viewed through mobile devices, AR can turn static environments into dynamic, interactive experiences with animations and audio placed in specific spatial locations. AR art is created and displayed with digital tools. Many artists working in this medium share design-software screenshots and skeletal animations of their early iterations alongside the final compositions. For example, behind the scenes of her whimsical Etsy-shop AR art aesthetic, multimedia artist Heather Dunaway Smith lays out her process on Instagram with video clips of audio mixes, sketching tools, and modeling software. Autodesk's AUGmentecture extension app can similarly generate 3D imagery from Autodesk Revit that can be viewed with a mobile device. Instagram has become the most popular social media platform for sharing AR art, and as such, Spark AR software helps users make their own AR Instagram and Facebook filters without having to code, importing objects and sounds, animating objects, and creating custom textures. Given that AR art is created and displayed with digital tools, it lends itself well to showcasing the process and nitty-gritty details of its creation. Many artists working in this medium are sharing design-software screenshots and skeletal animations of their early iterations alongside the final compositions. For example, behind the scenes of her whimsical Etsy-shop AR art aesthetic, multimedia artist Heather Dunaway Smith lays out her process on Instagram with video clips of audio mixes, sketching tools, and modeling software. Autodesk's AUGmentecture extension app can similarly generate 3D imagery from Autodesk Revit that can be viewed with a mobile device. As part of the Invasive Species exhibit at the Pérez Art Museum Miami (PAMM), Felice Grodin designed a gigantic biomorphically ambiguous sea creature called Terrafish. This AR art piece was placed on the museum's signature feature: it's 45-foot-long hanging gardens, designed by French botanist Patrick Blanc in collaboration with the museum's architects, Herzog & de Meuron, proves to be one of the best examples of AR's impacts. "Augmented Reality: an Overview" meant for bookworms, who lack internet access, provides overview of AR covering it's history, applications and technologies, enhancing self-interest.

Virtual reality (VR) is a technology that has transformed the way people experience and create digital art. VR is a computer-generated environment that allows users to interact with a 3D world as if it were in reality. VR can be used to create immersive digital art experiences that combine traditional artistic practices with advanced technologies. Artists can convey complex themes and narratives that might not be possible through any other mediums. Museums use virtual reality to enhance visitor experiences by providing immersive, interactive exhibits. VR allows for exploration of historical sites, distant cultures, and intricate details of artifacts that might be inaccessible in physical form. It also engages diverse audiences and can bring history and art to life in innovative ways. For instance, Philadelphia's Franklin Institute, in 2016, launched a range of Virtual Reality experiences. As part of the installation, visitors can use VR to journey to the depths of the ocean, the far edges of outer space, or even inside the human body. This technology allows people to be completely immersed in an interactive adventure, transforming the visitor's view of the world. *Virtual Reality* penned by Challoner explores the realities of VR explaining it's technology and applications. This books sounds to be a great companion for freshers who opt VR as a career.

Conclusion

Traditional art provides sensory experience, and conveys texture, depth and perfection. At the same time traditional art is often time-consuming and needs patience. Finally, classical art can be less accessible for those with disabilities. Digital art is defined as art that is created online using technology. It's roughly the same as traditional art, which is art that is made physically with traditional mediums such as watercolor, and charcoal, but instead of physically holding a pencil or paper, artists may use a tablet or computer to create instead. In a broadened acceptance, technology has offered the scope of making art more accessible to a wider range of people, globally. Albert Einstein quotes "It has become appallingly obvious that our technology has exceeded our humanity." Any field of education that embraces technology accelerates in to great evolution that goes beyond predictions. The same sort of accumulation can be sensed when art education goes in hand with digital era. The digital platforms taken into account, in this article gives focus on beginners usable areas. When a candidate or those interested starts using the manifesto, gears up into various levels within span of time, which traditional types hardly offered earlier. Digital education provides access to learning materials and resources from anywhere, at any time. This makes education accessible to students with busy schedules or those who prefer to learn staying within premises. Digital education gives everyone ample opportunities to put forth talents.

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