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INFOGRAPHIC ANIMATION DESIGN IN CHANGES OF THE FORM OF GARUDA FIGURE IN INDONESIA

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ABSTRACT

The Character of Garuda in Hindu mythology has a very close relationship with the development of visual culture in Indonesia. Various kinds of perception changes has occurred in the figures itself since the days of the Hindu kingdom until now. Those changes includes the shape or appearance of the garuda figure. As a visual cultural asset rooted in the life of the Indonesian nation, comprehensive information about this transformation of the Garuda figure needs to be realized as an effort to document visual data and media that can be used for educational needs. This study will map the changes that made in the shape of Garuda in Indonesia based on changes in their anatomy and visual elements throughanimated infographic media.

Keywords: Garuda, Transformation, Animation, Infographic.

A. Preface

Garuda is known in Hindu mythology and it has a very close relationship with Indonesian culture. The coming of Hinduism in Indonesia in the fourth century has brought along the inherent culture with its religious teachings itself including myths about Garuda, so that acculturation is occurred.The manifestation of Garuda in Indonesia can be found in Hindu artifacts such as Prambanan temple, Kidal temple and Sukuh temple (Saringendyanti, 2008).

Garuda is described by Leeming (2001; 60), Saringendyanti (2008; 25) and Cholis (2016; 31) as a half-human and a half-bird creatures who fought against the oppression and slavery who is done by theKadru to his mother which is armed with amerta holy water lent by the batharaWisnu so that finally Garuda is devoted himself to Vishnu as his mount.

The moral values of this Garuda story then inspired the formation of a state symbol, namely “Garuda Pancasila”which was the result of the work of Sultan Hamid II and it was introduced by President Soekarno in 1950 (Logli,

2015). The improvement symbol of the country continue to be attempted.The head of the Rajawali bird namely “Garuda Pancasila” which was "bald" became "crested" was done. The shape of the claw that gripped the ribbon from facing the back become facing the front was also corrected, as the suggestion of President Soekarno. In 1951, the final form of the image of the state symbol that had been repaired as used today,it was inaugurated and designated as the symbol of the Republic of Indonesia (Oentoro, 2012). With the slogan printed on the ribbon it is gripped by the Garuda which reads “Bhineka Tunggal Ika” the society define“Garuda Pancasila” as the basic and idea for the formation of an Indonesian state (Logli, 2015).

Cultural artifacts that has mentioned before, prove the figure of Garuda as a mythological creature has ingrained with the culture of Indonesian society. When visual media has developed and it has so many different types, the figure of Garuda still inspires many art workssuch as logos, sculptures, illustrations, comics, films, games, and so on until now. Some of the art works that it can be seen are on the Garuda Indonesia airline logo and the characters in the Final Fantasy XIV game: A Reborn Realm which is one of the creatures called primal with the same name, Garuda (Schricker, 2014).

The aim of this study is to createa visual communication media related to various manifestations of Garuda's form in Indonesia so far. The method that is used as follows:

1. Preparation of data collection instruments
2. Data collection
3. Data analysis
4. Processing data analysis in the form of infographics.
    a. Grouping data based on anatomy
    b. Changing data in iconographic visual form
5. Combining iconographic data into infographic animation form
    a. Composing iconographies in animated sequences.
    b. Combining animated sequences into one whole form
    c. Adding captions of text into animated film.
    d. Adding accompaniment in animated film.

B. The Result and TheDiscussion

Garuda has various manifestations. Based on the data collection, it can be seen that the embodiment of Garuda anatomically it can be categorized into two groups, those are:(1) Garuda which is shaped like a bird and (2) the other is a combination of human and bird anatomy

The table of Garuda body anatomy in Indonesia

	Visualization	**Anatomy Classification**	**Detail Part of Anatomy**	
1.	Bird-shaped	Top Part	Head	
			Neck	
		Middle Part.	Body	
			Wing	
		Below Part.	Foot	
			Tail	
2.	A Bird-Human Combined Creature	Top Part	Head	Human
				Bird
		Middle Part.	Body	Human
			Hand	With Hand
				Without Hand
			Wing	have
				Don’t have
		Below Part.	Foot	Human foot
				Bird foot
			Tail	have
				Don’t have

Based on above table, the embodiment of Garuda which has a bird shape does not have a specific different from its anatomical structure. Each embodiment is the same as having a bird's head with a curved beak that is similar to an eagle on its top, it has a winged body, its tail in the middle and it has two bird legsthat each of them has four claws like a bird at the bottom. This form of Garuda can be found in the embodiment of the Garuda bird puppet originating from Solo, the symbol of the SamudraPasai kingdom, and the Indonesian national symbol Garuda Pancasila.

Garuda which has a human-bird shape, it has a more complex anatomy. At the top there is what is manifested with a bird's head or with a human head

and a neck that is more like a human's neck is compared with the bird's neck. This Garuda body in the middle partit has a more similar anatomywith human beings in ideal shape of the chest. The application is somewhat more varied in the arms and wings where there is a complete description and it has hands and wings at the same time, mean while there are also those that embody arm without wings, or otherwise. This diversity is also found in the bottom of the Garuda which is manifested as having legs like humans or like birds. Nevertheless the embodiment of the legs that combine elements of human and bird legs are also found many. These forms are found in archeological artifacts on kidal temples in Malang, belahan temples in Mojokerto, SukuhKaranganyar temples, and sitting Garuda statues that is found in Banyumas.

Based on the classification ofperiod in Indonesia, it was found that the embodiment of Garuda can be divided into 4 periods those are: (1) Garuda in the Hindu-Buddhist era; (2) Garuda in the Islamic era; (3) Garuda at the time of Indonesian independence; and (4) Garuda after Indonesian independence.

Garuda which is found in the era of Hindu Buddhism is generally in the form of statues and reliefs carved on the body of the temple. The shape generally has the same structure that is bird-headed and winged human. This Garuda statue or relief can be found in Kidal temple, Sukuh Temple, sitting Garuda statue which is stored in the national museum And Garuda Wishnu statue from Belawan Temple which is stored in the Trowulan museum now.

The pictures of Garuda Statues and Reliefs from several Temples.

Garuda in the Islamic era structurally had significant differences in its anatomy. In this era Garuda was described as more decorative and developed from the stylization of animal and plant forms. The manifestation can be seen in the symbol of the “Samudra Pasai” that is shaped like a Garuda bird but consists of calligraphic writing. The shape is similar to the symbol of Indonesian state , “Garuda Pancasila”. The other example is Garuda which is manifested in the form of puppet. Puppet itself is the result of acculturation of culture that was produced in the era when Islam was coming to indonesia.

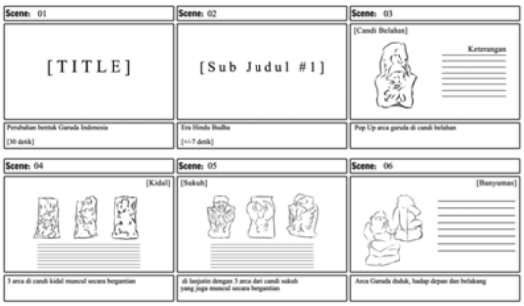
Garuda in the era of Indonesian independence referred to the history of the Indonesian state symbol, the Garuda Pancasila which was designed by Sultan Hamid II as the request of President Soekarno at that time. The form had several changes until it was agreed finally with its current form that well known nowdays.

Garuda in the post-independence of Indonesia era has diverse forms both in the form of company logos, sculptures, and images or illustrations. The statue of Garuda Wishnu Kencana is a form of Garuda which currently seizes the attention of the international world because it was only inaugurated on September 22, 2018 by the seventh president of the Republic of Indonesia, Joko Widodo (Ashdiana, 2018). This statue was designed by I Nyoman Nuarta and it took 28 years in the construction process. The structure is similar to the statue of Garuda Wisnu originating from the Belawan temple, which is equally depicted in a sitting position half crouching, carrying the God of Wisnu with wings that expand as if ready to fly and the tail is beautiful like a peacock.

The picture of Garuda WisnuKencana Statue in Bali

C. Animation Infographics Changes in Garuda figures in Indonesia

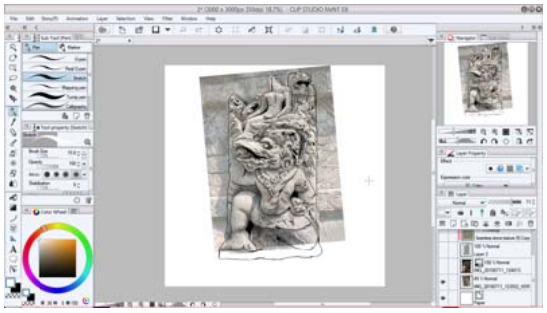
This animation-based infographic design through several stages, namely pre-production, production and post-production. At the pre-production stage, the author sorts the data that has been obtained and makes the storyboard as a reference for production. The storyboard contains layout design along with information that will be displayed in each sequence but still



The Picture of Storyboard Animation Infographics (more complete in the attachment)

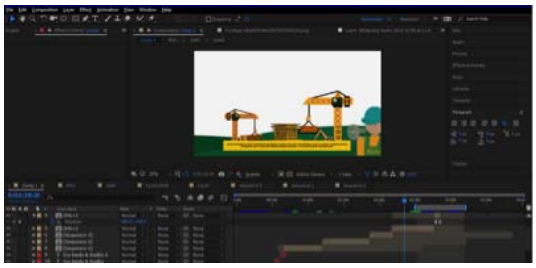
The next stage is the production stage. This stage involves converting visual data sourced from photographs into illustrated images using the CLIP STUDIO PAINT EX program and then animating it in the ADOBE AFTER EFFECT CC program. In this stage music production is also used to be used

as accompaniment or background music which starts with the stage of music composing, audio material recording, editing, mixing, and mastering using the PRESONUS STUDIO ONE program



The picture of the process of making illustration images in the CLIP STUDIO PAINT EX program

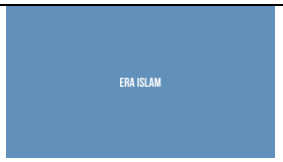
The pictureof the process in making background music uses the PRESONUS STUDIO ONE program

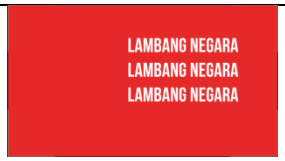
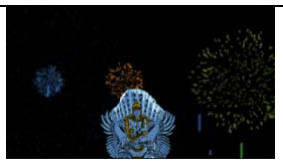


The picture of Animation process using the ADOBE AFTER EFFECTS program

The final result of the animated infographics about the changes of the form of Garuda figure is an MP4 file with a duration of 3 minutes 20 seconds starting from the beginning to the end of the presentation. Next is the display of the animated infographic.

The screenshot table of infographic animation product

No	Tampilan	Keterangan
1		Title "Change of Form of Garuda"
2		Segment of Hindu Buddhist Era
3		Garuda Belahan Temple
4		Garuda Kidal Temple
5		Garuda Sukuh Temple
6		Segment of Islamic Era
7		Symbol of Samudra Pasai
8		Purwa Garuda Puppet
7		Symbol of Samudra Pasai

8		Purwa Garuda Puppet
9		State Symbol Segment
10		President Soekarno's dialogue with Sultan Hamid II
11		Garuda WisnuKencana Segment - Development Process
12		Garuda WisnuKencana - Inauguration
13		Closing

D. Conclusion and Suggestion

Infographicsis about the changes in the form of Garuda in Indonesia that are packaged in the form of animations provide an opportunity for better understanding of information because the nature of the media is interesting and not static. The presence of dynamic moving images are hoped to be able to become the main attraction for the target of audience who can then function as an entrance to understanding the material or information delivered.

The study based on media design can still be developed into a variety of other media in the future, hence to improve of knowledge about the archipelago's visual culture.

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