



Video Art: The Defeat of Mara

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Abstract

Nowadays, social conflicts have yielded a lot of troubles for human beings' lives, resembling an obstacle to their peaceful living. The ideology of Capitalism is introduced to societies, and consequently brings about a lot of problems. These problems are due to worldly factors, and also to human beings' minds which are more powerful than transcendental spirits, depicting the "Mara", an obstacle. In addition, many human beings interpret the meaning of "Mara" differently, ignoring it as a social problem. As such, this creative research aims to create the work of video art entitled "The Defeat of Mara" which is a contemporary artistic work presented in a form of "Installation". The research method in this study is based on documents analysis. Data are accumulated by means of an in-depth study on related artistic works, video art, animation films, and performances in order to create a sample artistic work with the purpose to find out elements of visual arts for perception reinforcement based on the research objectives, and also for realizing watchers' perception on academic and moral values of that artistic work.

Keywords: Video Art, Defeat, Mara

Introduction

At present there are many social conflicts arising locally, nationally, and internationally, respectively. These conflicts are in relation to religions, politics, races, thoughts, beliefs, and idealism which yield an impact on human beings living with trouble at different level. Thus, this signifies an obstacle to human beings' peaceful living and periodically social changes introducing "Capitalism" to consuming societies leading to a fatal struggling for living of all walks of life. Even individuals have to compete with one another to earn a living, and this is because they are unconsciously pushed into societal devices of competition. These societal devices are interconnected and systemic in mobility.

For every era, human beings have tried to learn nature so as to better understand it, and to adjust themselves to its changes. In addition to

natural problems with which human beings have to tackle, they also have to deal with complicated problems created directly or indirectly by themselves, resembling the power of evil occupying human beings' thoughts by motivating and inclining them. When human beings are under the control of the powerful influences over transcendental spirits, thoughts, and beliefs, they are unable to fulfill their virtuous expectations and intentions. Hence, these arising problems are compared to "Mara", an obstacle, which is meant by a killer of mortality or a devastator of mortality. Here the word "mortality" means unfulfilled expectations and intentions or failure of them. Thus, human beings should perceive well through worldly factors which yield mostly an impact on themselves.

Notwithstanding, an obstacle to virtuous expectations and intentions is not merely caused

by worldly factors, but also by power over transcendental spirits within human beings. This kind of power indicates human beings' behaviors to exercise it over other people, and induces countless problems like "Mara" embedded in minds to exercise power over transcendental spirits. As a consequence, human beings do not behave based on moral codes, causing a large number of problems to societies with which are hard to deal. Besides, the "Mara" created by human beings may be caused by various factors which can be interlinked to problems in the past, present, or expected problems in the future. The creation of "Mara" caused by both worldly factors and power over transcendental spirits is certainly problem inducement to which human beings in present societies pay no attention, and decline to give an in-depth interpretation of what it is. In interpretation "Mara", matters in relevant to gender, age, maturity, self-understanding, and insight knowledge into nature should be taken into consideration. This is because matters in terms of abstract may affect individual interpretation, giving an impact on concrete perception and understanding of "Mara".

Based on the above literature review, the researcher is interested in undertaking a research pertaining to artistic works, and at the same time to create video art entitled "The Defeat of Mara", which is interpreted on the basis of principles, ideas, theories, philosophies so as to obtain a research result which comes up with a frame of thoughts. Also, the research result can bring about artistic works depicting "The Defeat of Mara", having a power over transcendental spirits of human beings in present societies. Moreover, it calls for an interpretation of "Mara" of individuals in a society in order to create artistic value, societal moral codes, and also academic virtue for future research procedure guidance of works of creative art.

Aims

This research aims to create the work of creative art of video art entitled "The Defeat of Mara", which is a contemporary art.



Figure 1: scketch idea

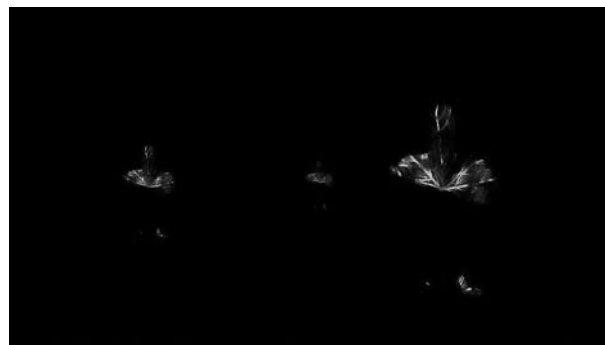


Figure 2: Animatic 1

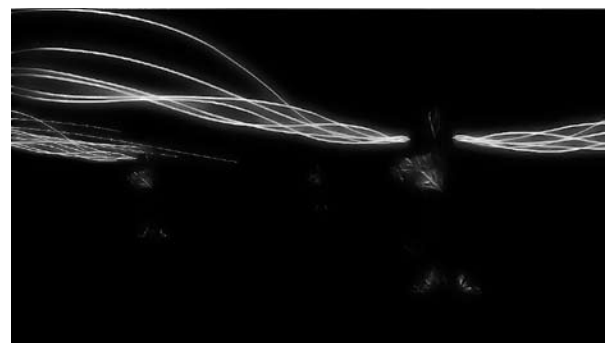


Figure 3: Animatic 2

Material and Method

The research procedures for creative arts of video art are as follow:

1. Data collection

1. Analyze printed materials, books, periodicals, articles, researches, newspaper, thesis, pamphlets, duplicated documents, and internet media.

2. Analyze artistic works of video art, films, performances, and website content.

2. The creation of artistic work

1. The pre-production process: information presentation from preliminary data interpretation and story board creation to indicate a sequence of picture orders for video playing with sound, and the creation of animation

2. The production process: a video recording

3. The post-production process: merging a recorded picture video with sounds, and technical affects to make a completed work.

4. The prototype process: a prototype of artistic work to detect a feedback of watchers

3. An analysis

Do an analysis of the artistic work together with the results of the prototype of it.

Results

The results of preliminary study on document analysis of artistic works revealed that guidance for video media creation can be presented in a completed conceptual framework, and can attract many watchers' interests. This is attributed to



video art media with a combination of artists' ideas with pictures, sounds, technical affects to depict ideas endlessly.

The works of creative visual art manifesting religious philosophy can be found in films. Hence, the work of video art mingles each particular philosophical code in films to be presented in pictorial form with signs to convey messages for following up, raising a question, and doing an analysis to watchers. To follow up event by event with time dimension in association with places told by artists, watchers finally perceive human beings' consequence of actions embedded in each event. Besides, it helps to raise questions to be interpreted of what philosophy it is depicted by artists from watchers.

References

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