

## **BAB VI**

### **KESIMPULAN**

Sebuah karya seni lahir dari pemikiran seorang seniman yang didasari pada ide-ide yang didapat melalui proses observasi. Ada bermacam-macam karya patung yang dibuat dengan berbagai macam teknik. Bahan-bahan yang sering digunakan seperti fiber, logam, dan kayu. Teknik yang digunakanpun bermacam-macam. Mulai dari teknik cetak, teknik cor, teknik rakit hingga teknik las. Semua bahan mau teknik tersebut diaplikasikan hingga menghasilkan karya tiga dimensi yang didalamnya terkandung makna yang ingin disampaikan oleh sang seniman.

Salah satu material yang unik dan coba didaur ulang hingga menghasilkan karya seni adalah limbah mesin bermotor dan limbah logam yang banyak dijumpai di pasar loak atau penjual barang-barang bekas. Dengan berbagai bentuk dan model, material-material tersebut dapat digunakan, disusun sedemikian sehingga membentuk sebuah karya tiga dimensi. Selain mengurangi sampah logam, karya yang dihasilkan juga akan memberikan kepuasan batin bagi pembuatnya. Karya tiga dimensi ini juga bisa menjadi media penyampaian moral bahwa sampah seperti limbah mesin mobil atau motor yang sudah menjadi limbah bisa disulap menjadi karya seni tiga dimensi yang memiliki nilai estetis.

## DAFTAR PUSTAKA

Bastomi, Suwaji, *WawasanSeni*, IKIP Semarang Press, Semarang, 1990

Gustami, SP, *Proses PenciptaanSeni kriya: UntaianMetodologis*, Program Pasca Sarjana Institut Seni Indonesia, Yogyakarta, 2004

Soeprpto, *Teknik Pelapisan*, FPTK IKIP, Yogyakarta, 1994

Williams Arthur, *The Sculpture Reference Illustrated: Contemporary Techniques, Terms, Tools, Materials, And Sculpture*, Sculpture Books, University of Michigan, USA, 2005

### Jurnal

Hartini, L., Wibawa, B., Situmorang, R., & Raissa, F. (2020). Interior design of national library with environmentally sustainability materials. *IOP Conference Series: Materials Science and Engineering*, 1007(1). <https://doi.org/10.1088/1757-899X/1007/1/012004>

Hays, K., Kubli, C., & Malina, R. (2020). Creativity and Cognition in Extreme Environments:The Space Arts as a Case Study. *Frontiers in Psychology*, 11(September), 1–10. <https://doi.org/10.3389/fpsyg.2020.575291>

Higuera-Trujillo, J. L., Llinares, C., & Macagno, E. (2021). The cognitive-emotional design and study of architectural space: A scoping review of neuroarchitecture and its precursor approaches. *Sensors*, 21(6), 1–47. <https://doi.org/10.3390/s21062193>

- Kasiyan. (2019). Art, art education, creative industry: Critique of commodification andfetishism of art aesthetics in Indonesia. *Cogent Arts and Humanities*, 6(1).  
<https://doi.org/10.1080/23311983.2019.1586065>
- Petronijević, V., Đorđević, A., Stefanović, M., Arsovski, S., Krivokapić, Z., & Mišić, M. (2020). Energy recovery through end-of-life vehicles recycling in developing countries. *Sustainability (Switzerland)*, 12(21), 1–26.  
<https://doi.org/10.3390/su12218764>
- Pozzi, F., Arslanoglu, J., & Nagy, E. (2020). Alexander Calder’s Half-Circle, Quarter-Circle, and Sphere (1932): a complex history of repainting unraveled. *Heritage Science*, 8(1). <https://doi.org/10.1186/S40494-020-00419-7>
- Witabora, J., & Witabora, J. (2014). Kinetic Sculpture. *Humaniora*, 5(1). <https://doi.org/10.21512/humaniora.v5i1.3038>
- Studies, C. B.-J. of N.-V., & 2010, undefined. (2010). Time Machines: Steampunk in Contemporary Art. *Oro.Open.Ac.Uk*, 3, 167–188.  
<http://oro.open.ac.uk/62261/>
- Klein, B. A. (2017). Inspired byInsects. Researchgate.Net.  
[https://www.researchgate.net/profile/Barrett-Klein/publication/318786033\\_The\\_six-legged\\_muse/links/597eb941a6fdcc1a9accb8ee/The-six-legged-muse.pdf](https://www.researchgate.net/profile/Barrett-Klein/publication/318786033_The_six-legged_muse/links/597eb941a6fdcc1a9accb8ee/The-six-legged-muse.pdf)
- Onion, R. (2008). Reclaiming the Machine: An Introductory Look at Steampunk in Everyday Practice. *Neo-Victorian Studies*, 1, 138–163.  
<http://www.boingboing.net>

Arts, G. S.-, & 2015, undefined. (2015). Swing Low, Sweet Chariot: Kinetic Sculpture and the Crisis of Western Technocentrism. *Mdpi.Com*, 4, 75–92. <https://doi.org/10.3390/arts4030075>

Dostrašil, P. (2018). Effective design and implementation of specific displacement diagrams to control kinetic sculptures. *MATEC Web of Conferences*, 210, 1–6. <https://doi.org/10.1051/matecconf/201821004004>

History, S. K.-T. F. J. of, & 2015, undefined. (n.d.). Man and Machine in the World of Steam: The Emergence of Steampunk as a Cultural Phenomeon. *Digitalcommons.Calpoly.Edu*. Retrieved March 27, 2022, from <https://digitalcommons.calpoly.edu/cgi/viewcontent.cgi?article=1114&context=forum>

Wang, J., Zhang, X., Lu, G., Fu, J., ... J. X.-... C. G. and, & 2020, undefined. (n.d.). Kineticist: Kinetic Sculpture Design Using Multilevel Skeletons. *Ieeexplore.Ieee.Org*. Retrieved March 27, 2022, from <https://ieeexplore.ieee.org/abstract/document/8989968/>

Cook, D. (1972). On Kinetic Art with Electric Light. *Leonardo*, 5(4), 379. <https://doi.org/10.2307/1572619>

Meng, J. (2020). Analysis on the influence of urban sculpture development and the application of 3D modeling technology in sculpture education. *Journal of Physics: Conference Series*, 1648(2), 1–4. <https://doi.org/10.1088/1742-6596/1648/2/022106>

Pozzi, F., Arslanoglu, J., & Nagy, E. (2020). Alexander Calder's Half-Circle, Quarter-Circle, and Sphere (1932): a complex history of repainting unraveled. *Heritage Science*, 8(1), 1–14. <https://doi.org/10.1186/s40494-020-00419-7>

Huang, Z., Conway, P. P., & Qin, R. (2009). Modeling of interfacial intermetallic compounds in the application of very fine lead-free solder interconnections. *Microsystem Technologies*, 15(1 SPEC. ISS.), 101–107. <https://doi.org/10.1007/s00542-008-0629-9>

Wagner, T., Neinhuis, C., & Barthlott, W. (1996). Wettability and Contaminability of Insect Wings as a Function of Their Surface Sculptures. *Acta Zoologica*, 77(3). <https://doi.org/10.1111/j.1463-6395.1996.tb01265.x>

Sumber internet

<https://www.kemenperin.go.id/artikel/22063/Industri-Otomotif-Semakin-Kompetitif,-Laju->

Kinerjanya-Terus-Dipacu [https://id.wikipedia.org/wiki/Generator\\_listrik](https://id.wikipedia.org/wiki/Generator_listrik)

<http://jamescorbettart.com/>