Colour implementation with Fauvism Style to Limited Amination Character “We Are Different Yet We Are Same”

Abstract
Fauvism is an art form in the beginning of modernism art era with focusing on color implementation that doesn’t have to represent the reality, showing the strong bond of the artist with the atmosphere he drew. Fauvism color implementation will be implemented to the short animation film with limited animation technique, “We Are Different, yet We Are The Same”. In the making, the writer uses qualitative research method. Data that gathered used as a base for the writer on character designing in limited animation “We Are Different, yet We Are The Same” with fauvism style.

Keywords: Character, Fauvism, Limited Animation

Fauvism
In 1905 located in Paris, art gallery Salon d’Automme exhibits paintings from artists with a breakthrough of using bright colors, considered as flat, and adding subjects and objects that seems deviate. The name Les Fauves which means “Wild Animal” was given by Louis Vauxcelles in a review of Salon d’Automme exhibition in 1905 for a French newspaper called Gil Blas. Fauvism artists have many styles in drawing, they don’t take their creation as a part of real life. Skin colors can be painted with blue of green, grass and sky can be red, everything depends on what is meant to be delivered without having to follow the color proportion from the real object, (Hodge, 2013)

Color Wheel
Edwards (2004) wrote that Albert Munsell is a scientist who made the color wheel system based on physic knowledge. The color of wheel consisted of 3 colors category are primary, secondary, and tertiary.

1. Primary Colors
Yellow, red and blue are the basic colors to form color wheel. It is called primer because to start a color combination those three colors are needed.

2. Secondary Colors
Orange, purple and green called secondary colors which are made from a mixture of primary colors.

3. Tertiary Colors
Edwards (2004) stated tertiary colors as the third generation from the colors wheel, it is because tertiary colors are the mixture of primary and secondary colors. The naming of tertiary colors start with the primary ones first, for example, yellow-orange, and blue-purple.
Human Races
According to William Howells (1944) in his book “Mankind So Far”, he classified human to 4 races which are: Caucasoid, Mongoloid, Negroid, and Australoid.

Methodology
The writer uses qualitative research method where she gathered data about literature study from articles, online journal, also to gather visual reference like movie, art book, and creation that already existed.

Skin Colors Shifting on Characters
The four main character in “We Are Different Yet We Are The Same” color skins are representing 4 main races based on the book written by William Howells (1944) called “Mankind So Far”. He classified people in four races which are Caucasoid, Mongoloid, Negroid, and Australoid.

The characters, Naomi (Caucasoid), Shona (Mongoloid), Imani (Negroid), dan Enos (Australoid) have a various background, place, and different kind of cultures. To show fauvism style that using unrealistic color does not match the real object, the writer coloring all of characters' based on their original skin tone first.

Dividing Color Wheel into four sections then adjusting the colors based on the background of where the characters live.

<table>
<thead>
<tr>
<th>Nama</th>
<th>Race</th>
<th>Places</th>
<th>Background Colours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Naomi</td>
<td>Caucasoid</td>
<td>New York, Big Apple City</td>
<td>Apel, Red</td>
</tr>
<tr>
<td>Shona</td>
<td>Mongoloid</td>
<td>Meadow, Mongolia</td>
<td>Meadow, Green</td>
</tr>
<tr>
<td>Enos</td>
<td>Australoid</td>
<td>Sea, West Papua</td>
<td>Sea, Blue</td>
</tr>
<tr>
<td>Imani</td>
<td>Negroid</td>
<td>South Africa</td>
<td>Schorcing, Yellow</td>
</tr>
</tbody>
</table>

Table 1 Colours Based on Character’s Background Places

Last, choose color across in color wheel for every characters’ new skin color.

Conclusion
One of the important thing in creating character is visual distinctive. Visual features such as face, hair, postures, and clothes make it easier for audience to follow characterization in a story which could be a reminders for each character’s personality. Using art form like Fauvism as a visual reference is a very effective way in developing characters’ concept, due to its visual uniqueness. Moreover, by applying color wheel as color transformation reference makes it easier to show the process of skin colors shifting on characters.

References