The Impact of Digital Art on Traditional Arts

Nadine Zahreddine, Antonine University, Lebanon

The Barcelona Conference on Arts, Media & Culture 2023
Official Conference Proceedings

Abstract
New technologies have affected all fields, including the arts, especially contemporary arts that embrace modernity. The rapid development of digital technology had a great impact on all types of arts, including traditional arts. It also had a great influence on the artist himself. This development has led to an escalation in breaking the boundaries between fine arts, new media art, technology, and commerce, resulting in a form of tension. We find ourselves asking, does this type of art require basic artistic skills similar to the original art? What are the differences and how it diverges and affects artists positively or negatively? Are traditional arts preserving their artistic identity or have they merged with the latter? Can digital art exceed or replace traditional art? Due to the ease of consuming, publishing, and sharing this type of art, the artist felt the need to keep up with this phenomenon and found himself forced to follow the rapid development and keep pace with the requirements of the times. What led the artist to change the content of the art medium or even develop or create a new one? This intersection between art and technology has led to new artistic innovations, as the process of creativity lies in constant renewal.

Keywords: Digital Art, Traditional Art, Technology, Artist, Art Medium

iafor
The International Academic Forum
www.iafor.org

Introduction

The field of painting has achieved a new revolutionary movement due to modern technology. The rapid development of digital technology had a profound effect on various fields, including traditional art forms. This also had a significant impact on the artists themselves, which in turn, has changed the way art is created and shared. Leading to the birth of a new art form called "digital art," a type of visual art that opens up new possibilities for artists to explore and expand their creativity. This evolution has attracted a broader audience and a varied range of productions. Digital art keeps expanding and gaining popularity among the younger generation of mainstream artists. It broadens widely until it becomes the most utilized artistic medium in the world of art and design. As a result, it allows, leading artists, with their innovative expressions, to reach a wider audience and push the boundaries of traditional art.

Art has been a means of expression and communication since ancient times and is still adopted regardless of the means of expression. Art serves to convey emotions, ideas, and creativity, whether in the form of traditional or digital art. The difference between them is the materials used, the former relies on physical tools such as canvas, and the latter is entirely based on technology (screen). Digital art has a wide range of objects including digital drawing, animation, visual effects, and everything done through technology on a smartphone, smart board, or computer. Conversely, anything made without technology is traditional art including painting on canvas, sculpturing, decorating, crafting, and many other artistic forms.

Defining Traditional Art and Digital Art

Traditional art refers to artistic works created with techniques and materials that were commonly used before the advances of the digital age, which typically involve physical mediums such as paint, pencil, or sculpture. It engages the human being and immerses him in the creative process with his touchable tools and materials. These traditional practices, passed down through generations, are historically and culturally significant, connecting us to our heritage and preserving artistic traditions.

Digital art is a creative process that uses digital technology and computer software in a way that allows users to produce the finest visual details for display over the web. The innovative medium of digital technology has also been known by different names, such as computer art or multimedia art, but the term digital art has been adopted for the production of new media art. Digital art has many types, like digital painting, digital animation, digital sculpting, visual effects, and everything else that is done through technology on a smartphone, tablet, or computer. It allows artists not only to create but also to manipulate and modify artwork digitally. This form of art is also used in advertising and filmmaking to produce visual effects.

Key Differences Between Traditional Art and Digital Art

In the realm of artistic expression, a fascinating dichotomy exists between traditional and digital art. While traditional art preserves centuries-old techniques, digital art unlocks a world of limitless possibilities. Traditional artists may feel threatened by the rise of digital art, however there are many advantages and opportunities for both mediums. Thus, There are differences and distinctions between traditional and digital art.

The distinction between the various media, traditional and digital art, lies in their medium. Traditional painting requires drawing on a surface such as cloth or paper and utilizing physical

materials, a real medium such as paint, paper, cloth, sand, or clay. Any appropriate surface can be used to make traditional art. On the other hand, digital art uses technology to create art, it is an on-screen painting that is completely virtual. “Computer Software provides various strokes, lines, pigments and materials, and the printer outputs the final work.”[1] It gives artists new tools and methods for their creation, like layers, filters, effects, undo/redo, etc... This means it can only be displayed digitally on screens, or printed. However, there is debate to whether we can consider it an original art copy.[1]

Traditional art can be experienced by touching the material, mixing tools, reflecting light, adding real textures, etc. To create this experience, you should possess a profound understanding of the materials, their nature, potential, capabilities, techniques, and whether they harmonize. Whether you are looking for a bright and vivid green hue or a gloomy and dark tone, you should mix blue with yellow in different proportions to acquire the precise shade you desire. The process of mixing and blending colors requires several skills, including an understanding of color theory, to get the proper tone.

Digital art is only possible with a pen and screen, although it lacks human touch. It uses colors that are chosen specifically from a screen rather than blended to achieve the desired color. Additionally, controlling the flow of the paint is essential in traditional art; on the other hand, in digital art it’s impossible to control the flow of the brushes, although there are several options for the size of the brushes in the palette.

You must practice traditional arts like painting in order to learn and control how to use a paintbrush in a specific way and to make distinct strokes on canvas or any other medium. It enables you to utilize various tools in addition to a brush, such as your fingers, body, pencil, charcoal, and different colors. While there are many ways to create art, you should consider if the medium can be used in combination with others. In traditional art, artist can use all of his senses to connect with the environment by touching the tools, feeling their textures, combine various materials which digital art cannot provide. It also demonstrates how various materials can be combined to create stunning works of art.

Concerning the texture, conventional art can not only imitate the texture but also use a real textures or mix different materials, use gesso, thick paintbrushes to get the texture and result desired. However, digital tools can only imitate the real texture, by providing several tools like brushes, filters that can produce a similar texture, but you can never have a real touchable texture.

Digital painting, on the other hand, enables artists to experiment with a variety of styles and colors quickly by selecting them on the computer. With features like layers, Ctrl+Z undo function, and other tools, making the process simple and easier. Additionally, unlike traditional art, artists can always go back to a previous state of their creation and make modifications. Also, it's easy to create multiple versions of the same artwork. However, digital art doesn't provide the practical experience of working with different materials and textures, and it's not possible to return to a previous state within a physical piece of art.

In digital art, you can easily fix mistakes by using the undo button (Ctrl + Z), which allows you to delete anything or make changes by returning to the previous step. This can reduce the

[1] Innovative Computing Vol 2 - Emerging Topics in Future Internet: Proceedings of IC 2023. (n.d.). Germany: Springer Nature Singapore. P.489

pressure to prevent errors and enable you to fix and repair them quickly. These simple methods might appear to interfere with their capacity to learn drawing. When it comes to traditional art, there is no undo button, so mistakes cannot be corrected and may require to start over. Because alterations or inevitable mistakes in artwork cannot be fixed, it will affect the final work or even ruin it. Achieving mastery in this technique requires a lot of practice and knowledge. It takes years of practice and complete dedication to become a professional in any traditional art form.

Nonetheless, some mistakes can give your work a unique aesthetic. As Scott Adams said, "creativity is allowing yourself to make mistakes. Art is knowing which ones to keep"[2] so you can discover how mistakes can strengthen your artistic expression.

The significant skill of learning is knowing when to judge whether a mistake should be avoided or turned into something valuable. However, striving for perfection and attempting to eliminate all mistakes can lead to unnecessary pressure and frustration. These mistakes could enhance your problem-solving skills, and teach you how to avoid them next time. For instance, even the incorrect marks provide richness and dimension to the drawing, serving as transitions in the creative process that enrich and distinguish it. Ultimately, there is no such thing as a mistake. They can be viewed as opportunities for improvement and growth, and turn out to be aesthetic, many art forms can embody happy accident, "an accident is happy by virtue of its producing an artistically meaningful property of the work: it may also be happy in respect of this feature being artistically valuable."[3] In the creation of an artistic masterpiece, they play a part in the overall outcome and contribute to a finished piece. John W. Gardner said, "Life is the art of drawing without an eraser."[4]

Digital art can be easily reproduced and distributed in multiple formats and variety of sizes with remaining a high resolution. On contrary, traditional art is typically one-of-a-kind, with each piece being unique and cannot be replicated, that's why is often considered more valuable than the latter. Due to its distinctive characteristics and properties, each piece is an individual creation and not mass-produced. The artist himself is unable to reproduce his own work exactly, because every brush stroke is different and unique, resulting in different touches, and it will not be similar to the original. Even though digital art has established itself in many creative fields and gained wider popularity, the originality of traditional art is still needed and cannot be replaced or abandoned. They influence and complement each other and are used together to create hybrid art using mixed media. Accordingly, the necessity for original and one-of-a-kind art continues to exist alongside the rise of digital art.

Both traditional and digital art have their benefits and drawbacks, and it's up to the artist to decide which medium best suits their needs.

Creating digital art is a continuous learning process that involves making mistakes and learning from them. The final product is always digital even if there are several applications with different features that can be used. Tradition painting may require several sessions to produce, but it will help you develop patience, tenacity, and perseverance. Consistent daily practice is necessary to learn and master any form of art.

[2] Brisbin, C., & Thiessen, M. (Eds.). (2018). The Routledge Companion to Criticality in Art, Architecture, and Design (1st ed.). Routledge. P.39
[3] Gaut, B. (2010). A Philosophy of Cinematic Art. United Kingdom: Cambridge University Press, P.156
[4] The Value of Time and Leisure in a World of Work. (2010). United Kingdom: Lexington Books. P.119

The Impact on Visual Arts

Positive and Negative Impacts of Digital Art: (Advantages and Disadvantages of Digital Art)

Positive Impacts

The advantages of digital art lie in its simplicity to use, as it requires fewer materials and equipment than classic art. "Throughout the creative process, artists use electronic tools and materials provided by Computer Software."[5] It is sufficient to purchase a smartphone, laptop, or tablet to create art at any moment, even while traveling. There is no need for a bag full of supplies, and there is no clutter or mess. Everything happens in your tool. Creating paint in old way can sometimes be disorganized and messy, often resulting in stains and colors on hands, clothes, and other surfaces in the workplace, as well as smudges on carpets and floors. Therefore, you must devote additional time and effort to cleaning up and organizing the mess.

With digital art, you can achieve anything you can imagine. It has limitless potential. One of its most essential features is the undo button, which allows you to reverse any mistake in one simple step. Also, explore various options to determine the most effective one. Unlike traditional painting, it will not be distorted or have a fatal flaw in the final artwork. Furthermore, it is simple to use and learn and requires less effort than traditional art. The advancement of technology has simplified the process. You don't need to understand the mechanisms of how materials work. With just a few mouse clicks, you can create anything.

Another advantage of digital art is the ability to create multiple copies of the same work. As well as the ability to produce many variations of the original design, leading to more options for customization and selecting a preferred version. In addition, artists can sell and distribute their printing copies in a high quality to a wider audience.

Professionalism in digital art can also be attained in a relatively short amount of time. Remember, it is quick to create; there is no need to mix colors or wait for them to dry, and there is no physical attribution to art like in the traditional way. Once you add the finishing touches to your art, it will be ready for publication. In addition, traditional paint can be time-consuming due to several obstacles to producing an artwork. It might take a long time to complete an artwork. For example, applying a new layer of color to an oil painting, requires a specific amount of time to dry, which can be a long process. However, waiting for the paint to dry before proceeding to the next step is essential, otherwise, you run the risk of accidentally blending wet and dry colors. As a result, it can take days to weeks, and occasionally even months or more, to finish a single work of art. Additionally, different equipment and tools are required, such as painting materials (oil paint, acrylic, watercolor, etc.), paint solvent, linseed oil, turpentine, paint brushes, palette knives, canvas or other painting surfaces, easel, palette, charcoal pencil, oil paint cleaner, etc.

Furthermore, it may seem expensive, but it requires a one-time investment, and you will never run out of supplies. Purchase a tablet or laptop and a set of programs, or even just one program, capable of bringing your desired art to life. In contrast to traditional art, you must always

[5] Innovative Computing Vol 2 - Emerging Topics in Future Internet: Proceedings of IC 2023. (n.d.). Germany: Springer Nature Singapore. P.489

purchase supplies and art tools. The cost of buying new tools and supplies for each project are higher, which are more expensive in the long run.

Regarding proper storage and maintenance, when it comes to storing artwork, digital art has the advantage of being easily stored and protected without the need for a workspace. You can keep it on your laptop or hard drive for years and quickly download and print it whenever you want. Unlike traditional art, you will need enough space to preserve the materials and store the artwork for an extended period of time, which can be expensive and potentially risky. Where digital art there is no risk of an accidental liquid spill or stain leaving a permanent mark on your drawings and paintings, nor is there a risk of them being torn or ruined. There is no way to accidentally ruin your digital art creation because there is always an "undo" button. You can promptly back up your data or reverse errors, ensuring the safety of your digital artwork.

The development of digital technology not only “has enhanced classical mass media and their production and distribution mechanism, but also has brought about new art forms- namely interactive and participatory art- art forms that engage not the masses but the individual."[6] Also, it has improved the production and distribution of art, allowing people to access art from anywhere in the world, creating a more connected and accessible art community. This kind of accessibility enable artists to reach a wider audience and connect with like-minded people also allow them to experiment with innovative art forms, which can be easily shared online and accessed by anyone with an internet connection.” Followed by an increase in the number of digital art collectors, since more people are discovering art and can easily purchase online. Furthermore, it opens up for online collaboration between artists, sharing their ideas, working together on the same project, giving feedback, etc.… “artist can now work together on projects in real-time, regardless of their location or time zone.”[7]

It also serves the artist to manipulate and transform their work with the computer software making it a valuable artistic medium to modify and alter their creations, which offers unlimited possibilities. Three-dimensional virtual reality has evolved into a medium that enable artists to reinvent traditional forms of art, creating innovative pieces.

This innovative tool meets a variety of artistic needs, offering numerous opportunities for enhancing creativity and imagination while breaking down the barriers “between different art forms, and between art and reality, artist and audience.”[8] It allows artists to broaden their horizons and minimize limitations and problems that may face in traditional painting. The development of digital art has made art production less demanding, enabling artists to concentrate more on expanding their creativity and producing high-quality work. It also influenced traditional art and transformed the way we create and appreciate art. Currently, artists use computers, digital programs like Photoshop, Illustrator, 3D modeling and digital cameras to create and modify their works, while getting inspiration from one another. Sharing their work has become much easier and simpler.

The use of digital technology has led to improvements in production and distribution patterns. Digital art can be simply replicated, allowing you to make many copies of your work. You may also produce hundreds of variations on your original artwork by generating numerous separate art copies. This allows you to create several variations of your artwork and select the best one.

[6] CREATE!. (2023). (n.p.): S Scott Jr.P.33
[7] Ibid
[8] Kennedy, A. (2014). Being Cultured: In Defence of Discrimination. United Kingdom: Imprint Academic.P.167

The Internet and social networking sites contributed to its propagation, dissemination, and accessibility across the globe. While digital art is technically advanced, it also has flaws because nothing is perfect; Perfectionism is unachievable in all creative activities including literature, painting, film, song, food, and other arts, as Salvador Dali once said, “Have no fear of perfection; you'll never reach it."[9] That means don’t waste your time, energy and effort trying to achieve it, because everyone’s opinions about what is ideal is different. Consequently, everything has benefits and drawbacks. While digital art is technologically advanced, like all things, it does have its own limitations.

Negative Impacts

One of the disadvantage of digital art is exposed to stealing and difficult to maintain piracy, as digital files can be easily copied and distributed without the artist’s permission. “With the distribution of multimedia intellectual property rights are more threatened than ever it is due to the possibility of unlimited copying without fidelity loss.”[10] Images can be copied many times without any restriction even with the attempts to apply copy protection and encryption mechanisms, it does not fully solve the issue and have been hacked in some way or other.

It is also easy to modify and make adjustments and alterations, which makes it more difficult to authenticate and maintain privacy. As a result, collectors must be aware when purchasing this kind of art. In addition, the fact that it can be reproduced easily and made into several copies, became less valuable than traditional art, where you can’t find an exact copy, it’s unique. Additionally, digital art is not as tactile; you can’t touch and feel the texture, making it less appealing to art collectors.

Despite the fact that digital creation is accessible and easily operated, it still presents some challenges. Like dependence on electricity, batteries, and chargers. Also, when you encounter technical problems, the program abruptly stops functioning. You can lose your progress, which can cause application crashes, device malfunctions, errors, and corrupted files. Furthermore, the hard drive may crash, and there’s a high risk of losing data. Moreover, if a power outage or battery drain before saving the work, it will be lost. Additionally, it can also be vulnerable to viruses and other malware, which can corrupt the artwork, that’s why “the complexities of the technology required the artist and other technical support to cope with breakdowns, software glitches and similar failures.”[11]

Anyone can create digital art by simply learning the program software, without any previous experience, technology does everything for you. After a while, digital creative practice can become stagnant due to a lack of appropriate challenges. “The designer can modify the rules without fully knowing what effects the changes may have on the outcome when the code is run; the same drawing program can produce a wide range of new and unexpected visual outcomes each time.”[12]

[9] Virtue, D. (2017). The Courage to Be Creative: How to Believe in Yourself, Your Dreams and Ideas, and Your Creative Career Path. United States: Hay House, Incorporated. P.104
[10] Advances in Computer Vision and Information Technology. (2013). India: I.K. International Publishing House Pvt. Limited.P.718
[11] Museums and Digital Culture: New Perspectives and Research. (2019). Germany: Springer International Publishing. P.157
[12] Richardson, A. (2017). Data-driven Graphic Design: Creative Coding for Visual Communication. United Kingdom: Bloomsbury Publishing.P.69

The digitally generated artwork is virtual; it cannot be touched or felt during the creative process. It lacks a physical connection with the materials, resulting in a disconnection between the artist and his tools. This lack of communication can limit the artist's ability to experiment, explore and express his creativity. Unlike traditional art, an artist must communicate with his medium to immerse himself in his work.

Digital artwork lacks physical form, lifeless. It will remain a piece of digital art that you created on the screen. The only way to obtain a physical copy of your digital art is through printing. Your artwork may appear brilliant on the screen, but it loses its original touch and becomes dull after being printed. So, technically, every piece of art you create will be virtual. As a result, some may find it unappealing or boring.

There are concerns regarding physical health issue. The consequences of smartphone, tablet, computer use, or working on any screen is associated with eye strain and fatigue, "higher prevalence rates for ocular symptoms were found in groups with greater exposure to art display technology."[13] Staring at displays for long hours, while creating any form of digital art, can cause eye strain and headaches due to the blue-violet radiation emitted by the screen. Also, looking at a device before bedtime leads to sleep deprivation. In addition, sitting for long periods of time in a bad posture can cause tension in the neck, shoulders, and lower back. So your spine may curve over time and "poor posture may correlate in some form to musculoskeletal pain as it pertains to technology use."[14]

Another aspect of traditional art's advantages that cannot be replaced is using art as therapy. It is an approach that involves the use of art to acquire insight, explore one's emotions, reduce stress, anxiety, cope with mental disorders, raise awareness, assist with some psychological difficulties, promote one's self-esteem, and address other issues. This form of art enhances creativity, problem-solving skills, and self- reflection, and promotes self-esteem. Art therapy is used as mean of expression when individuals have difficulties expressing themselves verbally. Where client's express their feelings through "the use of art materials within the wider boundary of the physical space was the chief therapeutic tool."[15] It is beneficial for individuals seeking to improve their emotional and mental health and overall well-being.

Creating digital art can be a challenging task, especially when faced with a wide range of editing tools that require technical knowledge to operate and dedication to learn how to manipulate textures, effects, patterns, etc. The endless number of possibilities can lead to overthinking and creative paralysis. For instance, selecting an effect from thousands of options can be mentally exhausting and time-consuming.

How Technology Has Changed Artistic Expression

Digital tools like Adobe Photoshop, Illustrator, 3D modeling, animation etc. have grant artists to work in new mediums and tools to generate large-scale digital paintings and installations.

Technology has a profound impact on artistic expression, opening up new possibilities and pushing the boundaries of what is was impossible in the world of art. "The boundaries of art

[13] Technology and Adolescent Health: In Schools and Beyond. (2020). United Kingdom: Elsevier Science.P.370
[14] Ibid
[15] Case, C. (2011). The Changing Shape of Art Therapy: New Developments in Theory and Practice. United Kingdom: Jessica Kingsley Publishers. P.124

are changed by the advent of software. In practice, the software itself becomes a key component of the art (if not its core)."[16]

One of the ways that technology has changed artistic expression is by giving artists new mediums such as digital art, video art, and virtual and augmented reality experiences. Technology has revolutionized the way art is created, edited, and produced. Digital art has emerged with different techniques and software as a powerful tool that enables artists to create and manipulate their work, with features like undo/redo, layering, and the ability to easily make revisions. Also, it provides artists with a variety of ways to change and perceive materials.

Compared to traditional art, digital programs are more affordable and accessible with more tools and software. Technology has made it easier for aspiring artists to get started and experiment with different techniques that "might be challenging the very idea of consciousness itself and making different approach to the representation of reality." [17]

Digital technologies have made it easier to distribute and share artwork with a wider audience, through online galleries, social media platforms, and other digital channels. Thus, the internet has influenced the establishment of a global, interactive market for digital arts. It also, enable artists to collaborate with others from around the world, breaking down geographical barriers and fostering a sense of community among creatives. It would be challenging for traditional artists like painters and sculptors to collaborate with others to create one of their works. Imagine they want to produce one, it would be impossible, "The sculptor is not able to send a lump of clay across the world."[18] A painting cannot be transported to another location in order to allow another painter to collaborate or make adjustments. By contrast, Digital painting can easily be shared by sending the file through the use of an internet connection. This enables fast delivery to any place in the world. Moreover, this artistic collaboration allows for multiple opportunities; like returning the file with several new possibilities, making amendments, and improvements, having discussions, and sharing knowledge.

As demonstration, the British artist *David Hockney started with traditional painting in the 1960s and '70s with fun and glamorous depictions of Californian life. In 1982, Hockney discovered technology, he began making artwork from cameras with photos arranged into disjointed collages. Then, Hockney was making art with fax machines and photocopiers. Then, in the last 10 years, he created and exhibited works he made with smartphone apps and iPad. Hockney interprets the importance of one's creativity regardless of the medium whether it's traditional or digital art. Also, He referred to the limitless possibilities that digital art offers artists to experiment with new techniques, styles, and innovative creations. He said: "Whatever the medium is, you have to respond to it. I have always enjoyed swapping mediums about. I usually follow it, don't go against it. I like using different techniques."[19] Digital art allows artists to manipulate pixels and create innovative works that were once impossible to achieve with traditional art forms.

[16] Boden, M. A., Edmonds, E. A. (2019). From Fingers to Digits: An Artificial Aesthetic. United Kingdom: MIT Press. P.215
[17] Hope, C., Ryan, J. C. (2014). Digital Arts: An Introduction to New Media. United Kingdom: Bloomsbury Publishing. P.59-69
[18] Colson, R. (2007). The Fundamentals of Digital Art. Switzerland: Bloomsbury Publishing.P.99
[19] Hockney, D., Howgate, S., Shapiro, B. S., Glazebrook, M., Livingstone, M., White, E. (2006). David Hockney: Portraits. Spain: Yale University Press.P.70

Conclusion

The value of traditional art cannot be replaced or withdrawn in the digital world. Although digital art facilitates its spread and provides more employment opportunities. Traditional art will remain the essence and foundation of digital art. For instance, when we examine artworks at exhibitions, the importance of painting is still overwhelming, it carries several meanings. One way to enhance the aesthetics of anything is through traditional art. The human touch is irreplaceable and still hold a special place for many artists and collectors alike. Visiting galleries can be a captivating experience as one gets lost in the beauty of the original artwork. Despite all the challenges of traditional painting, the result is a unique, distinctive work of art.

Traditional and digital art have mutually influenced each other, regardless of the medium. Art will remain art, whether it is traditional or digital art. Traditional methods do not vanish or expire in the digital age, cancel each other out, or substitute one in favor of the other. Instead, the two forms complement each other. Each provides a distinct and unique expression of thoughts and emotions. This reciprocity between them explains the influence and interaction that occur. Thus, the creative process will evolve and is constantly changing as both forms coexist and impact one another. As a result, the opportunities for creativity are endless.

Both traditional and digital art are equally important in their own ways. While some may fear the impact of digital disruption on traditional arts, it is clear that technology is opening up new possibilities for artists and audiences alike. Digital art may offer opportunities that traditional art does not provide to keep up with the demands of the contemporary world. Traditional art is the essence and foundation on which art has developed. Regardless of the medium, whether traditional or technological, art will remain a form of expressing thoughts and feelings in its own distinct way. Traditional will not fade in the digital age because it is the essence, and neither will cancel the other out.

*Winston Churchill (1874–1965) once said: “Without tradition, art is a flock of sheep without a shepherd. Without innovation, it is a corpse.”[20] Here he emphasizes on the value of both tradition and innovation in the field of art. Tradition acts as a shepherd for art, providing guidance and direction. It re the traditional techniques, styles, and concepts passed down through generations. Digital Art, on the other hand, is given new life through innovation, allowing it to evolve and remain relevant. Without innovation, art becomes stagnant and lifeless. It highlights importance of balancing tradition with innovation in order to sustain the vitality and growth of art.

We must recognize that technology has limitations, and both forms of art (digital art and traditional art) have advantages and disadvantages and impact each other. In order to gain a true understanding of the essence of art, we must acknowledge that each piece is unique and cannot be compared. Furthermore, it is unreasonable to claim that traditional art is superior to digital art or vice versa; both serve distinct functions. However, it is undeniable that digital artists start their journey by learning traditional drawing techniques. Those who pursue mastering art should begin by studying the old master’s history to gain a deeper understanding of art concepts, which is still required for successful digital work. In many ways, digital art

* Winston Churchill, Sir Winston Leonard Spencer-Churchill (1874 –1965) a former British Prime Minister, a writer and a politician

[20] Cannadine, D. (2018). Churchill: The Statesman as Artist. United Kingdom: Bloomsbury Publishing. P.93

mimics traditional art, and both forms of art require expertise and creativity to produce a significant and impressive masterpiece.

It is recommended to have a strong foundation in traditional art to be proficient in digital art. Because you must first learn how to wield a pencil and the basic techniques of sketching, composition, color theory, and creating layouts before exploring digital tools like Photoshop or any other programs. Learning both forms of art would be beneficial because it will expand your capability, creativity and lead to make an exceptional artwork.

References

Boden, M. A., Edmonds, E. A. (2019). *From Fingers to Digits: An Artificial Aesthetic*. United Kingdom: MIT Press.

Brisbin, C., & Thiessen, M. (Eds.). (2018). *The Routledge Companion to Criticality in Art, Architecture, and Design (1st ed.)*. Routledge.

Cannadine, D. (2018). Churchill: *The Statesman as Artist*. United Kingdom: Bloomsbury Publishing.

Case, C. (2011). *The Changing Shape of Art Therapy: New Developments in Theory and Practice*. United Kingdom: Jessica Kingsley Publishers.

Colson, R. (2007). *The Fundamentals of Digital Art*. Switzerland: Bloomsbury Publishing.

Davis, A. E. (1995). *Art and Work: A Social History of Labour in the Canadian Graphic Arts Industry to the 1940s*. United Kingdom: McGill-Queen's University Press. P.9.

Gaut, B. (2010). *A Philosophy of Cinematic Art*. United Kingdom: Cambridge University Press.

Hockney, D., Howgate, S., Shapiro, B. S., Glazebrook, M., Livingstone, M., White, E. (2006). *David Hockney: Portraits*. Spain: Yale University Press.

Hope, C., Ryan, J. C. (2014). *Digital Arts: An Introduction to New Media*. United Kingdom: Bloomsbury Publishing.

Innovative Computing Vol 2 - *Emerging Topics in Future Internet: Proceedings of IC 2023. (n.d.)*. Germany: Springer Nature Singapore.

Kale.K.V. (2013). *Advances in Computer Vision and Information Technology*. India: I.K. International Publishing House Pvt. Limited.

Kennedy, A. (2014). *Being Cultured: In Defence of Discrimination*. United Kingdom: Imprint Academic.

Megan A. Moreno, Andrea J. Hoopes. (2020). *Technology and Adolescent Health: In Schools and Beyond.* United Kingdom: Elsevier Science.

Mitchell R. Haney, David A. Kline. (2010). *The Value of Time and Leisure in a World of Work*. United Kingdom: Lexington Books.

Richardson, A. (2017). *Data-driven Graphic Design: Creative Coding for Visual Communication*. United Kingdom: Bloomsbury Publishing.

S. Scott Jr. (2023). *CREATE!. (n.p.)*: S Scott Jr.

Tula Giannini, Jonathan P. Bowen. (2019). *Museums and Digital Culture: New Perspectives and Research*. Germany: Springer International Publishing.

Virtue, D. (2017). *The Courage to Be Creative: How to Believe in Yourself, Your Dreams and Ideas, and Your Creative Career Path*. United States: Hay House, Incorporated.

Waal, H. v. d. (2014). *Aspects of Art Forgery*. Netherlands: Springer Netherlands.

Contact email: nadine.zahreddine@gmail.com