Asia Digital Art and Design Association and Universitas Multimedia Nusantara, Indonesia held an international conference on art and design based on digital technologies on 1 - 2 November 2016. The conference held at Santika Hotel, Seminyak Bali, Indonesia. Sixty-two scholars from various disciplines as art & design to information technology convened and discussed the subject from various angles. The papers were covering various facets of research and practice on digital arts and designs. Papers were organised into topical areas, such as ‘Digital System & Service’, ‘Digital Museum’, ‘Media Art & Interactive System’, ‘Virtual Reality’, ‘History, Theory & Analysis’, ‘Algorithm’, ‘Game & Gamification’, ‘Digital Content’, ‘Visual Effects’. They were spread across nine parallel sessions and one poster & demo core session. The centre of interest was the innovative, high-quality results and trials in arts and designs based on digital technologies.

There were two keynote topics on the conference. The first keynote was Yoichiro Kawaguchi; he is a Professor of the University of Tokyo and Japanese CG Artist since 1975 with phenomenal artwork, which called ‘Growth Model’. He presented his reflection on computer graphic and multi-media arts from the vantage point of his own 40 years of working with them. The presentation titled ‘Art and Self-organization’. He pointed that creative things should be separated from habits and tendency using tools which created in advance. Artists cannot let themselves on the software as a tool to push the creativity. Independence and originality should be the core of artistic creativity. His artworks were based on living things, which were created under a quasi-reconstruction method of the natural laws of the world. The artwork forms shaped and coloured according to the natural world and the cosmos. Kawaguchi stated “The enlargement of those realms of existence will certainly render a moulding cut off from the framework of earth or mankind possible. This will come to question its main constituent in the very process of selecting various subjects. Consequently, the way of existence of the object itself is already a product of conception, which is not cut off at all from the artistic qualities from which it should be separate. The very laws themselves concerning form have arisen and grown, creating their own present system which is self-propagating. In other words, the process has hypothesized something which retains energy within. It is something which has advanced one step beyond a simulation of a cross-section of the natural world. It is an approach to nature in another sense” (ADADA, 2016).
The second central speaker was Daniel Harjanto; he is one of the founders of PT. Bali Animasi Solusi Ekakarsa, an animation studio with one important mission; to produce competent animation experts in Indonesia. As a Technical Director at BASE Animation, he involved in the production process of many projects; be it for feature length animated film or animated TV serials. There are shortlists of animated film projects, which Daniel contributed in, such as Meraih Mimpi (Sing to the Dawn), Tatsumi, Garfield TV Series, Franklin and Friends, Dr. Contraptus, Octonauts, Peter Rabbit, Sonic Boom. In his presentation titled ‘Animation as a new Creative Industry in Indonesia’, Daniel Harjanto described the development of animation industry in Indonesia, which is newest promising in creative sector. He explained some Indonesian small-scale animation studios that collaborate with some international animation studios in some projects. The main point was transfer knowledge and production behaviour adaptation from bigger studios (existing international animation studio). They need to create and modify their production pipelines to be more effectively and efficiently meet the needs of their line of business. Once they adapt more advanced technology, more works can be created with significant results in quality and quantity. In addition, Daniel Harjanto stated that education also have responsibilities to empowers students as prospectus talents to learn how to think creatively, to understand how technology might support their creative works, and how it becomes the part of their creative process. Consequently, the Indonesia education is also a part of the creative industry development.


There was also Poster & Demo Core session, that involved nine studies, such as ‘Observation with hearts and hands’, ‘Typhoon Soudelor: Comparing remotely-sensed data and Tweets’, ‘A GUI Movement System by Back-of-Device Interaction for One-Handed Operation on a Large Screen Smartphone’, ‘Unistroke Gesture on the Eye

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