

Batik Fractal: A Case Study in Creative Collaboration from Various Disciplines in Bandung

Yun HARIADI

Head of Research – Pixel People Project - INDONESIA

pxl_ppl@yahoo.com

Muhamad LUKMAN

Head of Design - Pixel People Project - INDONESIA

pxl_ppl@yahoo.com

Nancy Margried PANJAITAN

Head of Business and Publication - Pixel People Project - INDONESIA

pxl_ppl@yahoo.com

ABSTRACT

Bandung is a city where its population consists mainly of young people. Among these young people, students, undergraduates and graduates that choose to stay in Bandung are the majority. These young people with various disciplines or backgrounds, tends to meet, to group and discuss ideas. Sometimes new ideas arise, which is a result of various thinking from different discipline. These people sometimes would continue to bring these ideas to reality.

One such idea in Bandung that has developed into reality is Batik Fractal. Batik Fractal is Batik, a traditional textile with certain patterns from Indonesia, which the patterns are made using mathematic. By researching nearly 300 patterns from java, it is concluded that batik has mathematical properties. And by using mathematical branch called Fractal, batik pattern can be redrawn. By changing its parameters, the pattern can be changed to contemporary patterns.

The reason of taking Batik Fractal as a case study is its multi-disciplinary collaboration, its achievements since 2007, and the first-hand experience of the researcher itself of making Batik Fractal.

In this paper, we will discuss the creative process of Batik Fractal, multidisciplinary research, end products and services. The paper will also discuss the contribution of Batik Fractal in Bandung's image as a creative city.

Keywords: *batik, fractal, creativity, generative art, business*