

GAME within ART

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Abstract: Timeless paintings seem to poses some psychological and visual hidden gaming quality in it to entertain it's caretakers. That is why it has been taken care of for its timeless life time. To understand such gaming quality it seem to be required to understand first the construction and elements of a game, with which a game is being made. This is the beginning of the search for such curiosity what I have observed about the elements of the different games which are scattered not only in the different art fields but also in life. Such Timeless paintings with its hidden gaming quality creates a kind of time trap for its viewers and it seems that kind of time trap makes that painting timeless.

Key Words : Hidden art Intelligence, Time trap, Secret of Timelessness, Intelligence within Game, Timelessness within Time, Loop of Timelessness.

Introduction:

What I see and what I have found that game within art is not a new thing from the very deep past to modern civilization. But the question is weather the artists always created their work with gaming quality consciously or spontaneously. What ever it may be, but to go for such discussion and for a search, it is essential to understand the construction and elements of game. Here in short I have tried to disclose my observation and assumption about the elements of game. To reach to my target it would be a very long journey as it requires to study the human civilization from its very deep past to modern era. Here I have taken a very small initiative and which could be the beginning of such study and research. Different art forms has its own construction which is also required to understand properly to disclose and discover such secrets. But the delimitation is only within painting. The technicalities behind the structure of a painting is also a vast subject which also should come in the discussion to understand that how the gaming quality is enclosed with. But in this short discussion I only have tried to introduce with my observation about the elements of game without which it would be impossible to move ahead

Observation:

Every particular game has its own style and structure but most of all games has some common basic elements. Here in this discussion I world like to discuss about such very basic four elements of game, which are, (1) Discipline, (2) Logic, (3) Uncertainty, and (4) Loop.

Discipline:

If anything should have to run within a minimum time duration, then it has to have a particular design of discipline which supports the purpose. As early as human being understood this quality of nature, they started to study and learn immediately for the sake of civilization to build. Because anything to run with time whatever it may be, required to have

a discipline. How earth orbiting the sun there is a discipline. How civilization runs there must be a discipline. How family runs there also should be a discipline. So, to make a game there should have to be a discipline. To explain in a short what discipline is in a game, that simply the rules of the game. Now everywhere there must be some rules. Like in a society there should be some rules, in a particular religion there must be some rules, in a particular country and culture there must be some different rules. So, in a particular game there are also some rules which is in other words we may call discipline. In a game of football there is a side line including another few line inside the field, and there are two goal posts. These are called discipline which are under the rules of the game and there are also several rules of the game without which the game cannot be constructed. When we think about the discipline of a game, then we found that there are many rules within that discipline and there are many disciplines within its rules.

Logic:

Without logic nothing can be built in this universe as anyone wants to find out logic behind every tiny part of this universe, he will get it and if anyone wants to build anything without logic that is also impossible. Now if we want to understand a game or to build a game or if we want to win a game, then we must understand the logic behind it. So therefore, logic is always behind everything whether depends upon the viewers enquiry, whether he wants to find it out or not. In a game when its discipline is constructed then analysing the game with the help of finest logic it is prepared. So, as we know that there must be some discipline in a game, but logic is the main thing which constructs the discipline, as it requires according to the mood of the game. Logic is the pillars and beams of a building which holds the roof of the building and without a roof a building cannot be created. According to the logic to float a ship in the water, there must be a water vacuum and to full fill that demand the ship howl is made, which causes the ship to float. So if the floating of a ship is a game then the discipline behind that game is it's howl and the water vacuum within the water by the howl to float the ship, and that is the logic behind that activity of a howl. So, logic is the main science and the philosophy of any construction which causes a particular discipline, and to shape a game.

Uncertainty:

If everything were very much perfectly certain in our life, then how this life would be? Of course there must be some certain things in our life as earth should move around the sun and around its axis as usual in a same discipline. But if every tiny thing of a personal life becomes certain, then how that would be? Would you find any charm of life then? Would there be any brain, any passion required then? If the whole world including your thought process and the path of life became completely computerized, robotic, and very much certain, then will you find your life charming? I think not at all. So accordingly it seems that the half of our life there are definite certainty and the other half is completely uncertain, which makes us run to achieve certainty. Now if we think our whole life is a game than we find some certain discipline and lot more uncertainty which makes our life charming. In a game we also find the similar thing like discipline made out of logical game structure and which makes the game run, are the bunch of uncertainties behind which the players of the game chase and the game roles on. In most of the modern analogue game uncertainty of the game is hidden

within its logical construction, as such that it would be difficult for the players to find it out and make a target. But if we look behind towards some primitive game like dice game then we find that the uncertainty of the game is nakedly exposed in the form of a dice. There are many such primitive games where the uncertainties were added, separately in such games, where it is required to find an uncertain number. So, without uncertainty it seems to be not possible to make a game and if we look far behind then we find that the mother of all games the hunting is full of uncertainties.

Loop:

Earth rolls around its axis in an infinite loop. An electrical motor rotates in an infinite loop. Those two examples are sufficient to explain what loop is. In a game there is an activity like loop but that is not infinite, and which works for a certain time, from the beginning to the end of the game. Now why there is loop in a game? What kind of loops there are in a game? Here if we study a very primitive dice game, first there we find that again and again in the same type of activity with a dice is going on in a kind of loop. Picking up the dice and roll it down again and again to get some uncertain numbers following a certain manner. So, repetition of such things is a kind of loop. If we watch a football game from a bird's eye view, then we shall also find that in a kind of irregular loop the ball is continuously moving from one end to the other end of the field. If we watch a game of cricket, then also the same thing we find as different bowlers and bowling continuously creating a loop. There are so many games throughout the world where we get different types of loops working within different discipline, logic system, and different uncertainties. Let us not forget that why we are discussing about game structure because we are trying to establish the theory of hidden game inside a painting and there must be a loop within that structure. When we see one painting then in it there is no movement, we find but the viewers eye moves on that painting. When we look towards a column of single digits of numbers to sum up, then our eye moves from up to down or down to up in a linear manner for a single time. When we read a line written on a page then our eye goes linear from left to right for a single time. But when we see a painting then our eye moves in an irregular manner, maintaining a very critical loop again and again for some times according to the strength of the painting to attract the viewers.

Assumption:

It seems that to produce a timeless painting, is required to put a time trap within its construction which can trap the mind of a viewer again and again everyday for a timeless period throughout an interactive mental and psychological gaming quality and which can keep on the viewers entertained forever. Timeless paintings with such quality exists. From where such quality came inside the paintings? Are those paintings made out plan fully or produced spontaneously? Is that kind of psychological gaming quality which can put a human mind into a time consuming trap again and again exists in everyday life and in other mediums of Art field? If that is, then how that entered into the human civilization? The assumption is that from the very primitive age that kind of gaming quality developed from the hunting and exists in the nature of every human being without his knowledge. I also assume that the basic elements of all the games which exists within our life and civilization seem to have come in front of my observation.

Conclusion:

It is an ambitious initiative of mine which may have a tremendous possibilities to disclose a harsh truth of life and the secret behind any timelessness of art. This is just the the beginning of a long journey where it is required to study precisely the human civilization from its beginning, on this subject to conclude with a perfect statement. If this search could be completed in future then the secret of timelessness in the field of art may have discovered

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