

Mahabharata Buku A Ra Kosasih

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Comics, Manga, and Graphic Novels Duke University Press

On Hindu mythological women characters from Mahabharata, classical epic.

Mahabharata BumiLangit Comics

The Puppetry for All Times Seminar held in September of 2013 in Ubud, Bali, was one of the most enchanting of events of its kind held anywhere in recent years. Its success revolved around the fantastic locale, the overwhelming response from performers as well as the paper presenters, and the generous support of Rumah Topengthe House of Masks and Puppets Setiadarma. In Puppetry for All Times, editor Ghulam-Sarwar Yousof offers a unique collection of papers presented at this weeklong seminar by academicians as well as performers of various traditions of Asian puppetry. The papers cover a wide range of interests and perspectives in puppetry and theater including history and tradition; heritage, preservation, and conversation; tradition and modernity; and digital puppetry and media. Puppetry for All Times recaps a key international event in the realm of puppet theater, marking the beginning of such endeavors as Rumah Topengs maiden academic publication.

Dynamics of Industrial Revolution 4.0: Digital Technology Transformation and Cultural Evolution Tempo Publishing

The Mahabharata is the more recent of India's two great epics, and by far the

longer. First composed by the Maharishi Vyasa in verse, it has come down the centuries in the timeless oral tradition of guru and sishya, profoundly influencing the history, culture, and art of not only the Indian subcontinent but most of south-east Asia. At 100,000 couplets, it is seven times as long as the Iliad and the Odyssey combined: far and away the greatest recorded epic known to man. The Mahabharata is the very Book of Life: in its variety, majesty and, also, in its violence and tragedy. It has been said that nothing exists that cannot be found within the pages of this awesome legend. The epic describes a great war of some 5000 years ago, and the events that led to it. The war on Kurukshetra sees ten million warriors slain, brings the dwapara yuga to an end, and ushers in a new and sinister age: this present kali yuga, modern times. At the heart of the Mahabharata nestles the Bhagavad Gita, the Song of God. Senayor ubhayor madhye, between two teeming armies, Krishna expounds the eternal dharma to his warrior of light, Arjuna. At one level, all the restless action of the Mahabharata is a quest for the Gita and its sacred stillness. After the carnage, it is the Gita that survives, immortal lotus floating upon the dark waters of desolation: the final secret! With its magnificent cast of characters, human, demonic, and divine, and its riveting narrative, the Mahabharata continues to enchant readers and scholars the world over. This new rendering brings the epic to the contemporary reader in sparkling modern prose. It brings alive all the excitement, magic, and grandeur of the original - for our times.

Puppetry for All Times Stosius Incorporated/Advent Books Division

Bibliography of Javanese wayang plays, 1948-1995.

Southeast Asian Cartoon Art iUniverse

Gelaran Almanak Senirupa Jogja 1999-2009 ini bukan sekadar "Almanak", melainkan "Almanak +" lantaran menggabungkan banyak sekali model: Ensiklopedia, Kamus, Kronik, Who's Who, Katalog, maupun Yellow Pages (Nama | Alamat). Ini adalah semacam "buku pintar" seni rupa yang bisa dipegang oleh seluruh komponen yang berkepentingan dengan dunia seni rupa, terutama di Yogyakarta selama sepuluh tahun terakhir. Sebuah kota yang secara statistik, memiliki puluhan ribu seniman dengan aktivitas seni yang kaya. Karena itu kota ini kerap disebut sebagai produsen seni yang paling fantastik di Asia atau "Makkah"nya seni rupa Asia. Buku ini diikat oleh empat kategori besar: nama (seniman), peristiwa

(kronik), ruang (tempat/kawasan), dan komunitas (organisasi). Dari keempat ikatan itu lalu diturunkan menjadi tema-tema spesifik yang dirujuk dari perkembangan-perkembangan termutakhir dunia seni rupa selama sepuluh tahun sebagaimana yang terpetakan dalam daftar isi buku ini.

Mahabharata I:BOEKOE & Gelaran Budaya

Menarik menyimak bacaan dan cerita tentang literasi dari orang-orang yang kini banyak memberikan manfaat kepada masyarakat. Mereka berkisah tentang berbagai macam buku bacaan yang sudah mereka tekuni sejak kecil. Tak semudah sekarang, mereka membaca buku saat pasokan buku di tanah air sangat minim. Atau buku yang mereka gemari ternyata masuk dalam daftar buku terlarang oleh pemerintah. Tetapi mereka masih bandel membaca meski dalam kegelapan di balik selimut dengan penerangan lampu sorot atau senter. ADHE MA'RUF: Catatan si Petualang ARIEF SANTOSA: Bahasa Koran yang Sastrawi ATMAKUSUMAH ASTRAATMADJA: Menanam Kultur Membaca dalam Keluarga BINHAD NURROHMAT: Jangan Berangus Kreativitas Penulis! BONDAN NUSANTARA: Ketoprak sebagai Siasat Politik Budaya FARID GABAN: Kekayaan Saya adalah Kesehatan dan Buku GALAM ZULKIFLI: Seniman yang Membaca GUNTUR CAHYO UTOMO: Dari Buku ke Sepakbola HALIM HADE: Banyak Baca, Banyak Jaringan IMAN BUDHI SANTOSA: Kembali ke Asal M. MUKHTASAR SYAMSUDDIN: Berfilsafat Itu Berpikir, Berpikir Itu Bekerja NANANG R. HIDAYAT: Kesendirian Nanang, Kesunyian Garuda SAUT SITUMORANG: Membaca Sastra Secara Ilmiah SUTRISNO MURTIYOSO: Menjadi Indonesia Lewat Arsitektur TRI AGUS SUSANTO: Di Antara Guus Hiddink, Gus Dur, dan Gusmao Buku Persembahan Penerbit Radio Buku Yayasan Indonesia Buku

Mahabharata Netsource Dist Services

"Buku ini membahas dua tema yang sesungguhnya sudah banyak didiskusikan sejak jauh di masa lalu, bahkan sejak awal hadirnya peradaban manusia, namun tetap menarik hingga kini dan di masa mendatang, yakni kepemimpinan (leadership) dan kekuasaan (power). Dua tema tersebut menyatu ke dalam kepemimpinan politik. Di tengah-tengah kelangkaan bacaan tentang kepemimpinan politik, kehadiran buku ini sangat relevan khususnya bagi para politisi maupun kalangan lain yang ingin memperdalam wacana kepemimpinan politik. Dengan bahasa yang santai, buku ini berupaya menjawab banyak pertanyaan seputar kepemimpinan dan kekuasaan. Apa pemimpin itu? Apa saja yang dibicarakan dalam kepemimpinan? Apakah kekuasaan itu? Mengapa kekuasaan diperebutkan? Bagaimana pemimpin politik hadir, mewarnai, dan mengelola dinamika politik? Banyak pertanyaan sejenis yang akan dijawab dalam buku ini."

The Mahabharata Routledge

The ancient Indian epic poem Ramayana has been disseminated throughout large tracts of Southeast Asia since the 9th century. Versions of the epic poem have come to adopt and reflect the unique characteristics of the countries and regions where it has gained cultural currency. The epic has been a source of popular themes in both traditional and contemporary art forms, including literature, performing arts, fine arts, and films. This book showcases Ramayana theater as a platform where the multiple meanings and senses of values are negotiated. It focuses on the relationships between the cultural representation and the various meanings of Ramayana theater, as well as other dramatic art forms. Focusing on the various contemporary contexts of art performances where the epic poem has been represented, the book also presents the ideologies and moral values contained in the theatrical forms of the epic poem. It discusses various performance contexts, such as diaspora communities, production of popular content culture, cultural diplomacy, designation as intangible cultural heritage, transmission, tourism, and the representation/exhibition of culture, as well as the performance in rituals. It also includes works of three contemporary and inspiring artists: cross-gender dancer Didik Nini Thowok, animator as well as puppeteer Nanang Ananto Wicaksono, and composer Ken Steven.

Mahabharata Partridge Publishing Singapore

Includes entries for maps and atlases.

Mahabharata Gramedia Pustaka Utama

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Mahabharata: A Criticism McFarland

4 April 1919 adalah hari kelahiran RA Kosasih, salah satu maestro komik Indonesia yang terkenal dengan karyanya Sri Asih, Siti Gahara, dan tentunya adaptasi dalam bentuk cergam epos Mahabharata serta Ramayana. Kini, sebagai bentuk penghormatan dan rasa terima kasih untuk Sang Bapak Komik

Indonesia, tanggal 4 April dirayakan sebagai KOSASIH DAY.

Tribute to RA Kosasih ini merupakan penggambaran ulang dari kisah asli Sri Asih edisi pertama yang terbit lewat Majalah Komik Melodie, dengan menggunakan naskah yang sama, serta diinterpretasikan ulang oleh para komikus BumiLangit Komik sebagai penghormatan di KOSASIH DAY 2020

Catatan Pinggir I Torchlight Publications

Shadows of Empire explores Javanese shadow theater as a staging area for negotiations between colonial power and indigenous traditions. Charting the shifting boundaries between myth and history in Javanese Mahabharata and Ramayana tales, Laurie J. Sears reveals what happens when these stories move from village performances and palace manuscripts into colonial texts and nationalist journals and, most recently, comic books and novels. Historical, anthropological, and literary in its method and insight, this work offers a dramatic reassessment of both Javanese literary/theatrical production and Dutch scholarship on Southeast Asia. Though Javanese shadow theater (wayang) has existed for hundreds of years, our knowledge of its history, performance practice, and role in Javanese society only begins with Dutch documentation and interpretation in the nineteenth century. Analyzing the Mahabharata and Ramayana tales in relation to court poetry, Islamic faith, Dutch scholarship, and nationalist journals, Sears shows how the shadow theater as we know it today must be understood as a hybrid of Javanese and Dutch ideas and interests, inseparable from a particular colonial moment. In doing so, she contributes to a re-envisioning of European histories that acknowledges the influence of Asian, African, and New World cultures on European thought--and to a rewriting of colonial and postcolonial Javanese histories that questions the boundaries and content of history and story, myth and allegory, colonialism and culture. Shadows of Empire will appeal not only to specialists in Javanese culture and historians of Indonesia, but also to a wide range of scholars in the areas of performance and literature, anthropology, Southeast Asian studies, and postcolonial studies.

Buah Terlarang dan Cinta Morina CRC Press

Para pembaca komik di setiap masa akan menganggap segenap komik yang dibacanya adalah bagian dirinya; komik yang manapun, terjemahan maupun non-terjemahan (“asli” bahasa asing maupun Indonesia), bagian dari segenap unsur kebudayaan yang membentuk kebudayaannya. Inilah yang

membuat naratif “komik Barat” (superhero, roman, dll.) begitu sahlah terhayati sebagai “komik Indonesia”. Dalam konteks inilah, seorang pecinta komik seperti Anton Kurnia mengungkapkan kecintaannya secara konsekuen: tiada komiknya, kenangan atas komik itu pun jadi—meski secara konsekuen pula komik yang terngiang dan termimpi dalam atmosfir kenangan itu diburu, dan komikusnya jika perlu diwawancarai. Dapat diikuti bagaimana obsesi itu setapak demi setapak telah menjadi informasi berguna, berbentuk bacaan Buah Terlarang dan Cinta Morina: Catatan dari Dunia Komik ini. Seno Gumira Ajidarma

The Mahabharata Re-imagined Bloomsbury Publishing USA

This text examines comics, graphic novels, and manga with a broad, international scope that reveals their conceptual origins in antiquity. Graphic narrative art is a fascinating phenomenon that emerged centuries ago with the expansion of literacy and the publication industry. The earliest example of a repeating comic character dates back to the late 1700s. By following the growth of print technology in Europe and Asia, it is possible to understand how and why artists across cultures developed different strategies for telling stories with pictures. This book is much more than a history of graphic narrative across the globe. It examines broader conceptual developments that preceded the origins of comics and graphic novels; how those ideas have evolved over the last century and a half; how literacy, print technology, and developments in narrative art are interrelated; and the way graphic narratives communicate culturally significant stories. The work of artists such as William Hogarth, J. J. Grandville, Willhem Busch, Frans Masereel, Max Ernst, Saul Steinberg, Henry Darger, and Larry Gonick are discussed or depicted.

Gelaran Almanak Seni Rupa Jogja 1999-2009 Thomas Reed Publications

Cumulative author index in final number of each volume.

Mahabharata for Children r:boekoe

This is the first overview of cartoon art in this important cultural nexus of Asia. The eight essays provide historical and contemporary examinations of cartoons and comics in Indonesia, the Philippines, Thailand, Cambodia, and Vietnam, and sociocultural and political analyses of cartooning in Singapore, Myanmar, and Malaysia. The collection benefits from hundreds of interviews with Southeast Asia's major cartoonists, conducted by the four contributors, as well as textual analyses of specific cartoons, on-the-spot observations, and close scrutiny of historical documents. All genres of printed cartoon art are studied, including political and humor cartoons,

newspaper comic strips, comic books, and humor and cartoon periodicals. Topics of discussion and comparison with cartoon art of other parts of the globe include national identity, the transnational public sphere, globalization, alternative media forms, freedom of expression, consumerism, and corporatism. Southeast Asian cartoon art has a number of features unique to the region, such as having as pioneering cartoonists three countries' founding fathers, comics that gave their name to a national trait, some of the earliest graphic novels worldwide, and a king who hired a cartoonist to illustrate his books.

Mahabharata

The 7th Bandung Creative Movement conference presented the theme "Dynamics of Industrial Revolution 4.0" which discussed how the digital world and connectivity changed human culture in various aspects of life, and transformed in accordance to human needs and social culture. Digital technology has transformed society to serve people from manufacturing needs to smart cities, from network connectivity to people connectivity. The application of information technology has helped in improving live quality and environmental sustainability. Digital transformation is revolutionizing how businesses and workers interconnect to be more productive and efficient. The result is improved collaboration, faster processes and time-to-market, lower costs and better products. Devices are getting smarter, meaning they are able to perform more and more tasks without human intervention; moreover, these devices generate data that provide insights to further improve processes and gain greater efficiencies. Moreover, with the Internet of Things (IoT), all these smart devices are interconnected in ways that not only help make them even smarter, but also enhances the intelligence of the overall system. Digital technology is a formidable driver for the transformation of a highly carbon-dependent world into one that is more ecologically 'smart.' We are entering a new era of environmental innovation that is driving better alignment between technology and environmental goals. Since its first announcement in 2011, industrial revolution 4.0 has dynamically changed and transformed to adjust itself to the human needs and to serve more efficiency and effectiveness of everyday life as well as environmental enhancement. The 7th Bandung Creative Movement has brought forward discussions on dynamic changes, ups and downs, innovations, relations of industrial revolution of the internet of thing, data, automation, to human physical world, new art and aesthetic, business, product innovation, built environment, and education.

Mahabharata: As It Was, Is, Ever Shall Be

The Mahabharata

Ramayana Theater in Contemporary Southeast Asia