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Morinda Art Textile Packaging Design

by Medelyn Aurellia (*Universitas Pelita Harapan*)

Preface

Design and literature can contribute to the formation of basic knowledge. De-lite as an academic journal is one of the contributions of gathering recommendations for research and planning, communicating knowledge, a source of intellectual context, a forum for the sharing of information of ideas, scientific findings providing evidence of an effect, and generating fresh ideas and orientations in the discipline of visual communication design. In edition of Vol 2 No.2 December 2022, de-lite: Journal of Visual Communication Design Study & Practice has been officially recognized by the Indonesian Institute of Sciences (LIPI) with the issuance of E-ISSN: 2798-3595. De-lite regularly publish two times a year in every July and December.

There are interesting topics of visual analysis of Representation of Buddhism and India mythology on Game Onmyoji Chapter Celestial Realm as well as an article of Imaginary Prisons Piranesi on Squid Game the Series. There are other design processes for the Social Campaign on HIV-related health issues, the Redesign of Visual Identity and Packaging for Gringsing Textile Products from Bali, and the Redesign of the Surrealism-style book Men are from Mars, Women are from Venus. There are interesting articles on Design animation that elaborate Design Character for Children using the Sampah 4R method case study and Limited Animation on the Flintstones.

I would like to express my gratitude to the institutions that have worked together to print the 4th edition of de-lite. These universities include Institut Teknologi Bandung, Universitas Multimedia Nusantara, Universitas Pradita, and Universitas Sebelas Maret. Thank you. We would like to extend our appreciation to all the contributors and authors who have provided insightful scientific considerations on a variety of issues pertaining to visual communication design.

Lala Palupi Santyaputri
Editor in Chief
Universitas Pelita Harapan

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