



Broken home: Visualization of adolescent life experiences through surrealism illustrations

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ABSTRACT

This study aims to (1) determine the impact of a broken home as an object of surrealist illustration creation; (2) determine the creative process of Wadino Artists as an inspiration for surrealist illustration works; (3) compile the concept of creating illustration works based on the impact of a broken home and Wadino's creative process; and (4) describe the visualisation of the concept of surrealist illustration works. This study uses the art-based research method with the object of the impact of the broken home and the inspiration for Wadino's creative process. The subjects of the study were adolescent victims of broken homes aged 17-21 years and Wadino Artists. Data were collected through interviews, questionnaires, film studies, and literature studies and documented through reflective notes. Data analysis was carried out descriptively and qualitatively, with the validity of the data checked through the triangulation of data resources and theories. The results of the study show that (1) the impact of a broken home, such as conflict, trauma, shame, depression, and hatred, inspires surrealist illustrations; (2) Wadino's creative process explores ideas, concepts, media, and visual forms of surrealism; (3) the concept of the work visualises the impact of broken home in a surrealist style; and (4) the process of creating the work involves developing ideas based on the impact of broken homes and Wadino's inspiration, using pencil media with a surrealist style. The resulting illustration works number four: "Apathy," "Alone in the Crowd," "Confused in Gray," and "Burning in Anger."

Keywords: Broken Home, illustration, Creative Processes, wadino Artist, Surrealism

ABSTRAK

Penelitian ini bertujuan untuk: (1) Mengetahui dampak broken home sebagai objek penciptaan ilustrasi surealisme; (2) Mengetahui proses kreatif Seniman Wadino sebagai inspirasi karya ilustrasi surealisme; (3) Menyusun konsep penciptaan karya ilustrasi berdasarkan dampak broken home dan proses kreatif Wadino; dan (4) Mendeskripsikan visualisasi konsep karya ilustrasi surealisme. Penelitian ini menggunakan metode Art Based Research dengan objek dampak broken home dan inspirasi proses kreatif Wadino. Subjek penelitian adalah remaja korban broken home usia 17-21 tahun dan Seniman Wadino. Data dikumpulkan melalui wawancara, angket, kajian film, studi literatur, dan didokumentasikan melalui catatan reflektif. Analisis data dilakukan secara deskriptif kualitatif, dengan keabsahan data diperiksa melalui triangulasi sumber data dan teori. Hasil penelitian menunjukkan bahwa: (1) Dampak broken home, seperti pertikaian, trauma, rasa malu, depresi, dan kebencian, menjadi inspirasi ilustrasi surealisme; (2) Proses kreatif Wadino mengeksplorasi ide, konsep, media, dan bentuk visual surealisme; (3) Konsep karya memvisualisasikan dampak broken home dalam gaya surealisme; dan (4) Proses penciptaan karya melibatkan pengembangan ide berdasarkan dampak broken home dan inspirasi Wadino, menggunakan media pensil dengan gaya surealisme. Karya ilustrasi yang dihasilkan berjumlah empat: "Apati," "Sendiri dalam Keramaian," "Kalut dalam Kelabu," dan "Terbakar Amarah."

Kata Kunci: Broken Home, Ilustrasi, Proses kreatif, Seniman Wadino, surealisme

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INTRODUCTION

The family is the most minor social structure within society, consisting of a group of individuals living together in one household, bound by blood ties or marriage. Children receive their first education through the family, which is considered the smallest social unit in society and typically comprises a husband, wife, and children (Satya Yoga et al., 2015). The family environment plays a fundamental role in the development of children, providing protection, affection, and the first opportunity to interact with others. It serves as a source of life's tranquillity and an essential "home base." Families function as centres of education, culture, and religion, fostering harmonious and loving relationships among members. Every family member has the right to experience happiness, peace, and comfort within the family. The family's role is significant in shaping children's personalities, which aids them in adapting both to the present and the future (Samsudin, 2019).

However, family relationships in the current era are increasingly concerning, as evidenced by rising divorce rates. According to data from Statistics Indonesia (Badan Pusat Statistik, BPS), the factors contributing to divorce include infidelity, domestic violence, polygamy, unstable finances, forced marriages, and others (Putri, 2022). BPS data reveals a significant increase in divorce cases, with the divorce rate reaching 6.4% in 2020 out of 72.9 million households (Budiman, 2022). The impact of divorce on family members, especially children, has become a serious concern.

Divorce is often regarded as an indication that a marital relationship is no longer based on love and affection, causing the foundations of marriage to deteriorate. Divorce ends family relationships and is often not the best solution (Cholid, 2021). In this context, the term "broken home" refers to a fractured family condition in which parental attention and affection are lost due to divorce or other factors, leaving children to live with only one parent (Wilis in Wulandri & Fauziah, 2019). A broken home can occur for two reasons: first, a family structure that is incomplete due to the death of a family member or divorce, and second, families that remain together but lack harmony because parents are often absent or fail to show affection.

The impact of a broken home on children, particularly adolescents, is profound. Adolescence is a transitional period from childhood to adulthood, marked by rapid hormonal, psychological, physical, and social changes, which are often unrecognised (Anarta et al., 2024). Adolescents undergo noticeable physical changes, behavioural shifts, and socialisation challenges, complicating relationships with parents if not handled appropriately (Batubara, 2016). Adolescence is divided into three phases: pre-adolescence (ages 11–14), early adolescence (ages 14–17), and late adolescence (ages 17–21). Adolescents from broken homes often exhibit delinquent behaviour, depression, involvement in active sexual relationships, and drug use. Disrupted family conditions are a determining factor in unhealthy adolescent personality development. Adolescence is a critical period for shaping the future, as decisions made during this phase influence life's challenges ahead. Poorly addressed challenges increase the likelihood of depression (Cipta, 2017). Broken homes lead to psychological impacts such as emotional instability, social withdrawal, and deviant behaviour, which hinder children from forming friendships and choosing companions (Ariyanto, 2023). Additional impacts include academic, behavioural, sexual, spiritual, and psychological issues such as broken hearts, broken relationships, and broken values (Mistiani, 2018).

To raise awareness of the importance of family and the impacts of broken homes, an illustrative work was created as an educational medium. Illustration, as an art form, visually conveys meaning, reflecting a narrative or becoming the text itself (Susanto in Ikrar et al., 2018). Illustrations serve an educational function, conveying messages intended to foster awareness and responsibility (Salam in Ikrar et al., 2018). In creating the illustrative work on broken homes, the artist employed the surrealist art style. Surrealism combines real objects in impossible conditions or scenarios, emphasising the boundless creativity and imagination of humans beyond rational reality (Halimun, 2023). Surrealist works often depict strange and unusual elements, influencing various artistic fields, including literature, film, painting, graphic design, and more (Wahyudi & Tiwow, 2011).

Based on this background, the artist was inspired to create surrealist illustrations themed "Broken Home" to visualise the conditions of broken families and their impacts. The artist's personal experience of living in a fractured home provided profound insights into the emotional and psychological complexities faced by children in such situations. This experience became a powerful source of inspiration for portraying the feelings of loneliness, loss, and confusion often experienced by those living in broken families. Through this artwork, the artist aims to deliver an authentic and emotional message, inviting empathy and a broader understanding of this issue from the audience.

METHOD

The study, titled "Visualization of the Impact of Broken Homes on Late Adolescents Through Surrealism Illustrations," employs the Art-Based Research method (Art Creation as Research). This method integrates research with the process of creating visual art, with the final output focusing on the creation of artistic works.

The research involves several subjects: late adolescents aged 17–21 years from SMKN 5 Yogyakarta (Class XI DKV A) who have experienced broken homes, artist Wadino as a source of inspiration, and the researcher as the artist. The objects of the research include the impact of broken homes, the creative process of artist Wadino, the conceptualisation of the artwork, and the visualisation of surrealist illustrations inspired by the broken home theme.

The research data consists of information gathered regarding artist Wadino's creative process and data on broken homes and their impact. These data include interview transcripts, observations, drawings, photographs, questionnaires, documents, journals, books, and articles. Additionally, data related to the creation of surrealist illustrations encompasses the impact of broken homes, artistic concepts, creative processes, and the resulting artworks created using pencil media.

The data collection techniques employed in this research include interviews conducted from April 25–30, 2024, at SMKN 5 Yogyakarta and the Student Center at UNY with four students and one college student, as well as with artist Wadino at his residence from June 4–6, 2024. These interviews aimed to gather factual data on the impact and conditions of children from broken homes to create narratives for surrealist illustrations. Data were also collected through Google Form questionnaires distributed via WhatsApp from April 25–30, 2024, to late adolescents from broken homes aged 17–21 years, with responses from 10 individuals from various schools and universities.

The study incorporated an analysis of Indonesian films such as *Yang Tak Tergantikan* (2021), *Ali dan Ratu-Ratu Queens* (2021), and *Noktah Merah Perkawinan* (2022), as well as the animated video *Gue Punya Cerita Broken Home* (2020) and the song *Diary Depresiku* (2007) by Virgoun to understand the impacts of broken homes. Literature reviews of books, e-books, journals, and articles on illustration, surrealism, and the effects of broken homes were conducted to inform the creation of the illustrations. Exploration activities were carried out to refine artistic techniques and composition. At the same time, experimentation included the creation and selection of sketches and artistic techniques to realise the surrealist illustrations inspired by broken homes.

The data analysis employed Miles and Huberman's model of qualitative data analysis. According to Miles and Huberman, qualitative data analysis is conducted interactively and continuously until completion (Baba, 2017). Their model includes three components: data condensation, data display, and conclusion drawing/verification (Zulfirman, 2022).

This research utilised source triangulation and theoretical triangulation to ensure data validity. Data were collected through interviews, questionnaires, observations, literature reviews, and film analyses and then validated to ensure accuracy. This combination of techniques was applied during field activities, enabling comprehensive data recording and producing data that met the standards for effective conclusion drawing.

Source triangulation in this study involved film analysis, interviews, and literature reviews. Films with broken home themes were analysed to gather data, and interviews with individuals affected by broken homes were conducted, both directly and via questionnaires, to develop narratives. Meanwhile, theoretical triangulation compared the research findings with related

theories, such as those on broken homes, their impacts, illustration, surrealism, and creative processes, to minimise researcher bias in the resulting findings (Mamik, 2015, p. 111).

RESULT AND DISCUSSION

1. The Impact of Broken Homes on Children as the Subject of Surrealist Illustration Creation

a. The Impact of Broken Homes on Children Based on Literature Review

A harmonious family is the hope of all individuals. However, children experiencing broken homes endure the consequences of parental separation. Children from broken homes often lose confidence and face mental pressure. A lack of love and attention from parents may result in feelings of inadequacy and sadness. According to Simanjuntak and Latuhihin (2023), the effects of divorce include denial, shame, guilt, fear, despair, and anger. Additionally, Mistiani (2018) notes other psychological impacts, such as difficulty socialising, weakened faith, lack of affection, mental disorders, resentment towards parents, and rebellious behaviour. Children from broken homes may also experience heightened anxiety and a sense of purposelessness. On the positive side, they may become more independent, resilient, and mature, with a motivation to improve their lives in the future (Sigiro et al., 2022).

b. The Impact of Broken Homes Based on Interviews and Questionnaires

Interviews and questionnaires reveal that the impacts of broken homes on late adolescents include indifference towards teachers, disrespectful behaviour, attention-seeking, lack of enthusiasm, laziness, poor academic performance, channelling emotions into negative or positive activities, varying levels of closeness to God, truancy, withdrawal, sadness, depression, shame about their situation, resentment towards parents, maturity in thinking, fear of relationships, and improved life perspectives.

c. The Impact of Broken Homes Based on Film, Video, and Song Analysis

The effects of broken homes are also reflected in films, videos, and songs. In the movie *Ali & Ratu-ratu Queens* (2021), the character Ali feels sadness and loss due to his mother's absence. The film *Yang Tak Tergantikan* highlights Bayu's emotional struggles following his parent's divorce, which led to drug use. The film *Noktah Merah Perkawinan* (2022) depicts emotional instability and behavioural issues in children caused by family conflicts. The YouTube video *Gue Punya Cerita Broken Home* discusses the impacts of broken homes, including sadness, harmful coping mechanisms, and envy. The song *Diary Depresiku* by Last Child describes the effects of divorce on children, such as depression, self-harm, and alcohol abuse.

2. The Creative Process of Artist Wadino as Inspiration for Surrealist Illustration Creation.

Artist Wadino's creative process aligns with Wallas's theory, which comprises four stages: preparation, incubation, illumination, and verification. Wadino was chosen as the research's inspiration due to his unique, imaginative, and often absurd works, which depict impossible scenarios as metaphors for protest, critique, or personal expression.

1) Preparation Stage

Wadino draws inspiration from incredibly unsettling phenomena he sees, feels, or hears. He employs metaphorical objects, such as combinations of humans, animals, and objects, to convey ideas. For instance, in his "Corruption" series, rats symbolise corruption. Influential artists for Wadino include Agung Kurniawan, Agus Suwage, and Diego Rivera.

2) Incubation Stage

During breaks, Wadino creates multiple sketches to preserve ideas. As a structured artist, he meticulously plans his works. His sketches, often numbering six to eight, are frequently developed into series such as his "Corruption" or "Dog" series, which have been exhibited nationally and internationally.

3) Illumination Stage

Wadino combines sketches and real-life objects like animals and plants to create cohesive works. His characters range from realistic to absurd figures, sometimes incorporating self-

portraits to reflect specific situations, such as portraying himself as a corruptor in works themed around corruption.

4) Verification Stage

After completing sketches, Wadino transfers them to the canvas using pencils and applies colours. He continuously experiments with media until achieving results that align with his concepts. A painting is considered complete when no further responses are required, although adjustments and additions often occur during the process.

3. The Concept of Surrealist Illustration Inspired by Broken Homes and Wadino's Creative Process

The conceptualisation of surrealist illustration was developed through observation and interviews with artist Wadino. The research utilised Wadino's creative process, following the four stages outlined in Wallas's theory: preparation, incubation, illumination, and verification.

In the preparation stage, information was gathered from various media, including observations, interviews, literature reviews, visual and audio materials, and social phenomena like broken homes and their impact on children. Sources included books, journals, articles, and direct or survey-based interviews with adolescents aged 17–21 years from broken homes. Additional references included films like *Yang Tak Tergantikan* and *Noktah Merah Perkawinan*, as well as songs like *Diary Depresiku* by Last Child. Visual references were collected from Pinterest and self-portrait photographs. This stage mirrors Wadino's approach, which often draws inspiration from unsettling social phenomena, translating them into works with visual metaphors.

The incubation stage involved further processing of ideas. Activities such as exercising, playing musical instruments, and creating portfolios helped refine ideas, mirroring Wadino's habit of taking breaks or sketching during non-productive periods.

The illumination stage involved transforming ideas into sketches. Twelve manual sketches on A4 paper were created, with three alternative sketches for each theme. These sketches utilised basic shapes and supporting objects to convey metaphorical messages. References were drawn from the internet, domestic and international artists, and self-portraits, similar to Wadino's method of integrating diverse sources to enhance concepts.

The primary concept was to visualise the impact of broken homes on late adolescents (aged 17–21 years) through surrealism, chosen for its ability to reveal hidden inner realities. This style allows for the symbolic and imaginative expression of deep emotions, enabling audiences to empathise with the complex feelings of adolescents affected by broken homes.

Sketches:

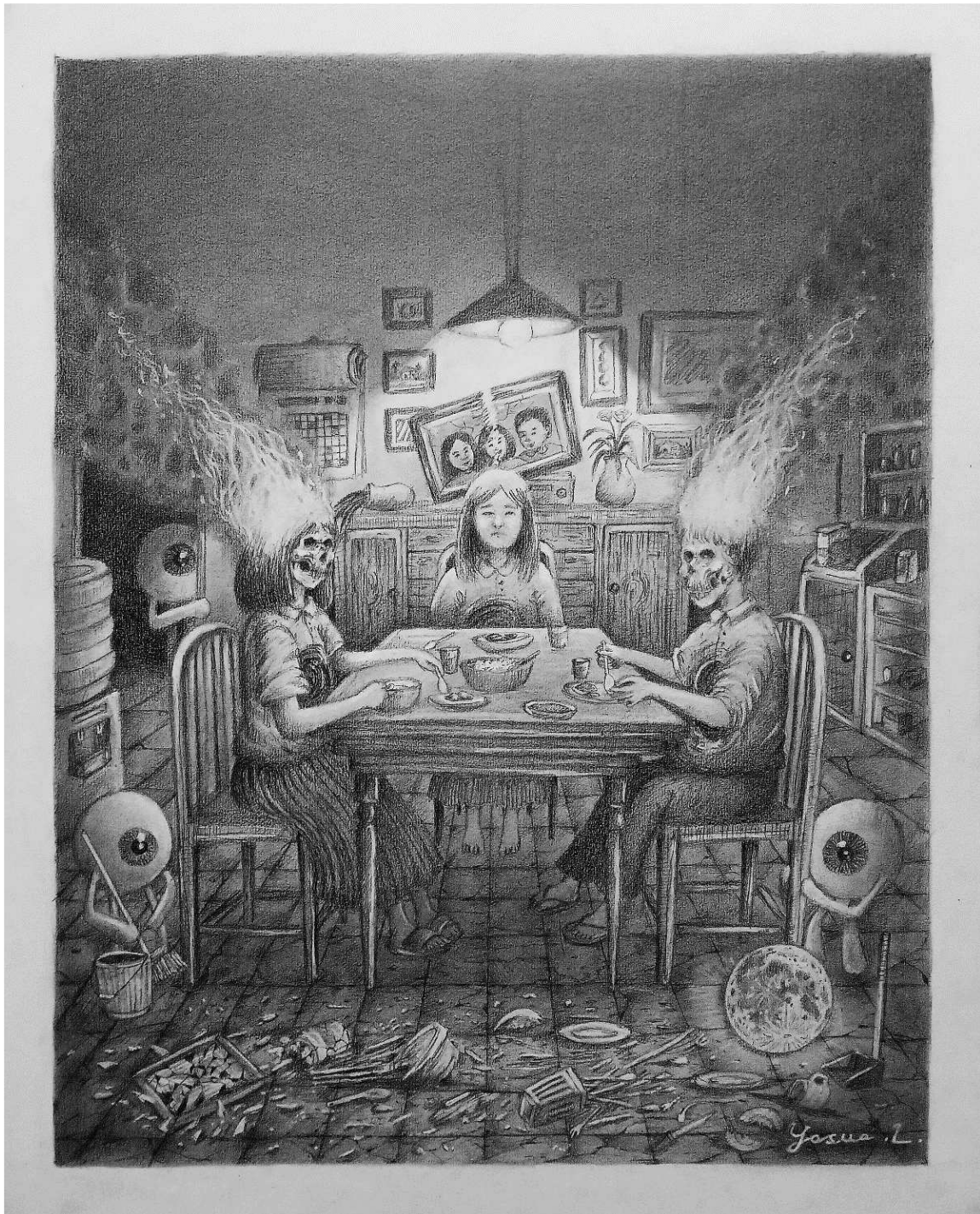
- "*Apathy*" portrays the trauma of children witnessing parental conflict.
- "*Alone in a Crowd*" illustrates feelings of shame, loneliness, and withdrawal from social settings.
- "*Chaos in Gray*" represents depression, disappointment, and helplessness as a victim of a broken home.
- "*Burning with Anger*" reflects resentment and disappointment towards parents blamed for the broken home.

These four sketches symbolise the emotional complexity of adolescents from broken homes symbolically and artistically.

4. Visualization of the Concept of Surrealist Illustration Inspired by Broken Homes

The verification stage comprised the realisation of the artwork, where ideas and concepts were translated into surrealist illustrations using prepared tools and materials. The visualisation process began with sketching on A2 paper, followed by toning with graphite powder, initial shading, advanced shading, and final finishing. The works were then framed.

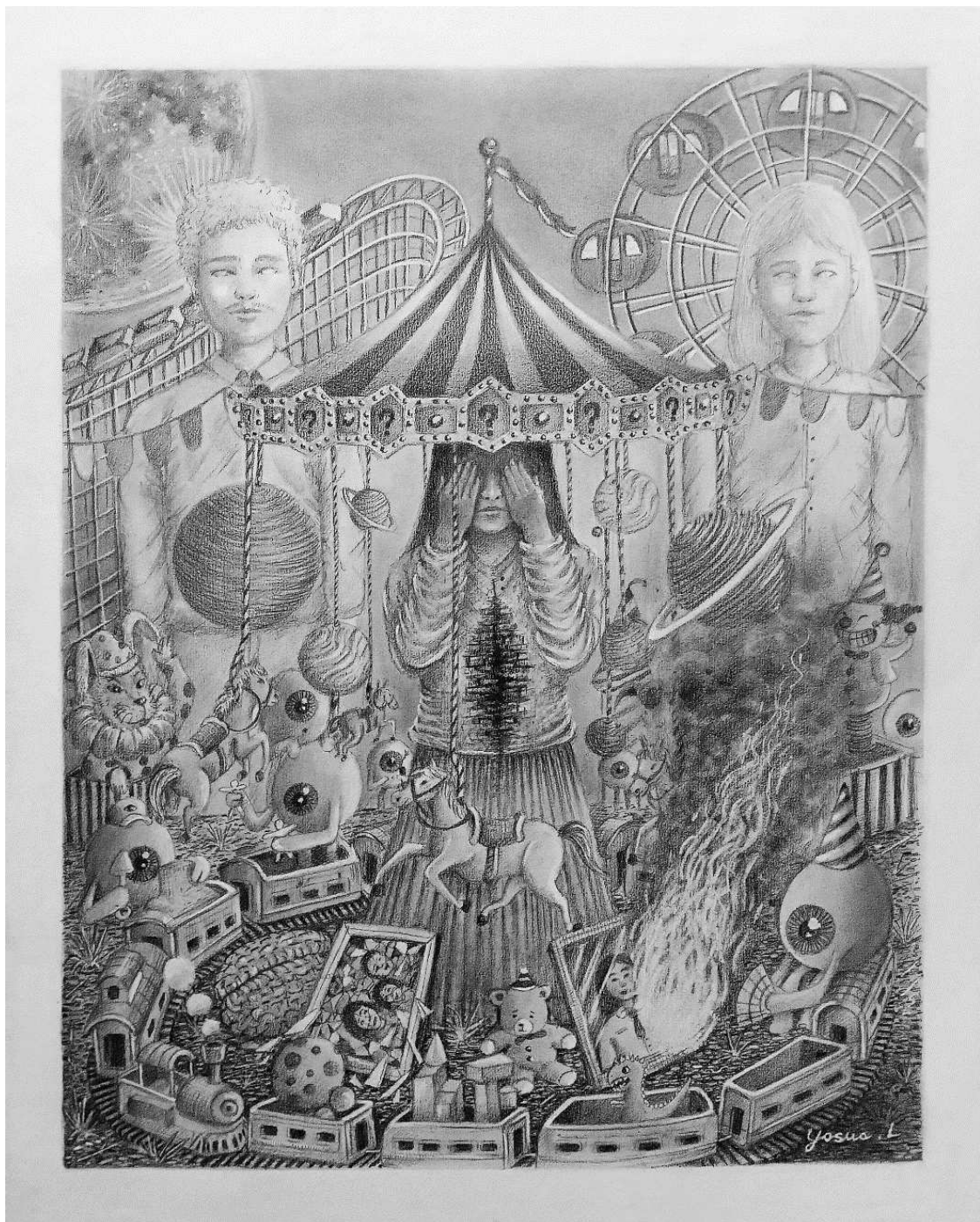
The final output consisted of four surrealist illustrations: "*Apathy*," "*Alone in a Crowd*," "*Chaos in Gray*," and "*Burning with Anger*."



Picture 1. Illustration Work 1 "*Apathy*"
Source: Author's Documentation

Table 1. Characteristics of the Illustration entitled "*Apathy*"

Theme	Shape/Composition	Technique
Disputes in the house that cause trauma in children	- Distorted human figures - Triangular composition	- Hatching - Rubbing



Picture 2: Illustration work 2 “*Sendiri Dalam Keramaian*” (*Alone in a Crowd*)

Source: Author’s Documentation

Table 2: Characteristics of the Illustration Entitled “*Sendiri Dalam Keramaian*” (*Alone in a Crowd*)

Theme	Shape/Composition	Technique
Shame, loneliness, closing self off.	- Distorted human figures - Central composition	- Hatching - Rubbing



Picture 3:Illustration Work 3 "*Kalut Dalam Kelabu*" (*Chaos in Gray*)

Source: Author's Documentation

Table 3: Characteristics of the Illustration Entitled "*Kalut dalam Kelabu*" (*Chaos in Gray*)

Theme	Shape/Composition	Technique
Depression, fear, disappointment	- Distorted human figures - Central composition	- Hatching - Rubbing



Picture 4: Illustration Work 4 "*Terbakar Amarah*" (*Burning with Anger*)

Source: Author's Documentation

Table 1. Characteristics of the Illustration Entitled "*Terbakar Amarah*" (*Burning with Anger*)

Theme	Shape/Composition	Technique
Shame, loneliness, closing yourself off	- Distorted human figures - Central composition	- Hatching - Rubbing

CONCLUSION

1. **Impact of Broken Home:** Based on literature reviews, broken homes significantly affect the psychological development of adolescents, including reduced self-confidence, difficulty socialising, and mental health issues such as depression and anxiety. Interviews and questionnaires revealed that adolescents from broken families often exhibit indifference, lack of enthusiasm for life, and tendencies toward negative behaviours. Analysis of films, videos, and songs highlighted profound emotional impacts, declining academic performance, and feelings of guilt.
2. **Wadino's Creative Process:** Wadino's inspiration in creating illustrations of broken homes involved exploring concepts through observation, personal experiences, and free expression. He developed various alternative sketches, incorporating elements from daily life, and proceeded with painting and colouring. Unsatisfactory works were redone until they aligned with the intended concept.
3. **Surrealist Illustration Concept:** The illustrations inspired by broken homes depict their impact on late adolescents aged 17-21 through four interconnected works. *"Apathy"* portrays trauma from household conflicts, *"Alone in the Crowd"* illustrates feelings of shame and loneliness, *"Confusion in Gray"* represents depression and helplessness, and *"Burning Anger"* reflects resentment toward parents. These themes symbolically capture the emotional and psychological complexities of adolescents.
4. **Visualization Process:** The visualisation process began with sketches on A2 paper, followed by toning with graphite powder, initial and advanced shading, and finishing with framing. Four illustrations were produced, titled *"Apathy," "Alone in the Crowd," "Confusion in Gray,"* and *"Burning Anger."*

IMPLICATION

The creation of surrealist illustrations inspired by broken homes as the central theme of this study is expected to raise public awareness of the psychological and emotional impacts experienced by children from non-intact families. This research encourages illustrators and artists to explore sensitive themes such as broken homes in their work, fostering the production of art that is not only visually compelling but also deeply meaningful. Surrealist illustrations can serve as tools to facilitate discussions about the feelings and experiences of children from broken homes. These artworks can reflect the social and cultural conditions of particular communities, enabling a deeper analysis of how family norms and values influence individuals.

RECOMMENDATION

Based on the research findings, the following recommendations are proposed:

1. **For Future Artistic Research:** Future studies on artwork creation with the theme of broken homes could explore different perspectives, such as those of parents and the surrounding environment. This would provide varied perspectives and alternative visualisations.
2. **Exploration of Media and Techniques:** This study used pencil to create surrealist illustrations based on the broken home theme. Future research is encouraged to explore diverse techniques and mediums, such as digital art, art installations, mixed media, and others. This would broaden the understanding of interpretations of broken homes through various media and visual arts.
3. **Cross-Cultural Comparative Studies:** Subsequent research could conduct comparative studies across different cultures on the theme of broken homes. This approach would enrich perspectives and deepen understanding of the universality and diversity of this theme.

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