

From Canvas to Screen: Advantages and Disadvantages of Art Forms

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Abstract

Traditional painting techniques have been profoundly impacted by digital technologies, which have grown to be a powerful force in modern visual culture. With an emphasis on changes in artistic approach, creative methodology, and visual thinking, this paper investigates the theoretical effects of digital influence on traditional painting. The study presents digital media as an enabling framework that transforms how painters conceive, plan, and carry out their work rather than as a replacement for conventional methods.

Based on theories of media convergence, hybrid creativity, and post-digital art, the study looks at how artists use digital tools for reference development, compositional experimentation, and ideation while maintaining material-based painting processes. Rapid visualization, stylistic exploration, and iterative design are made possible by the use of digital platforms, resulting in a hybrid artistic practice that combines digital efficiency with analog sensibility. This change reflects more general shifts in the perception of craftsmanship in the digital age, artistic authorship, and originality.

The impact of online platforms, virtual exhibition spaces, and digital distribution on artistic identity and audience participation is also taken into consideration in this paper. The study makes the case that digital influence has redefined traditional painting as an adaptive and evolving form through qualitative and conceptual analysis of current artistic practices and theoretical literature. The results highlight the ongoing value of traditional painting in a digitally controlled creative environment and add to scholarly conversations in art theory and visual culture.

INTRODUCTION

For a long time, being an artist meant getting your hands dirty. Painters spent years in studios, mastering physical tools and passing down techniques that kept our cultural history alive. This dedication to “doing things the right way” isn’t just about nostalgia; it’s a form of cultural preservation that fits right into global goals for building sustainable, vibrant communities.

But the world has changed. Today, the smell of turpentine is often replaced by the glow of a tablet. Tools like Photoshop and Procreate, along with a wealth of online tutorials, have blown the doors of the art world wide open. This digital

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shift has made learning to paint more accessible than ever—it doesn't matter where you live or what you can afford, as long as you have a screen. This move toward tech-driven creativity isn't just a trend; it's a massive leap forward for innovation in the arts.

Beyond just being convenient, digital painting is surprisingly eco-friendly. Artists can now sketch, experiment, and fix mistakes without wasting a single drop of paint or a square inch of canvas. By the time they pick up a real brush, they already have a perfect roadmap, which cuts down on material waste significantly.

This brings us to a fascinating crossroads: is technology actually changing the soul of painting, or is it just a high-tech helper? Ultimately, it seems these digital tools aren't here to replace the old ways, but to give artists more ways to create sustainably in a modern world.

The role of arts education in developing students' creativity, aesthetic sensitivity, and emotional expression is becoming more and more recognized in the current digital era. The boundaries of arts education are being reshaped by technological developments in information and communication technologies (ICT), which are changing pedagogical approaches and creative processes. Because it can facilitate students', teachers', and researchers' creative exploration, digital drawing software in particular has become an important tool in art education (Hu, B., & Li, Y. 2025).

The use of digital drawing software gives students an endless and broad space to be creative. These tools let students play around with color, shape, and composition without worrying about the costs of materials or the limitations of space. Digital brushes and layer management are two examples of how digital painting can mimic traditional painting methods while also adding new digital effects that open up new creative options. Interactive features like layer control and unlimited undo-redo options make it easier to try new things and improve, which helps with continuous advancement and creative confidence. Digital platforms also make things easier for everyone and encourage teamwork. This

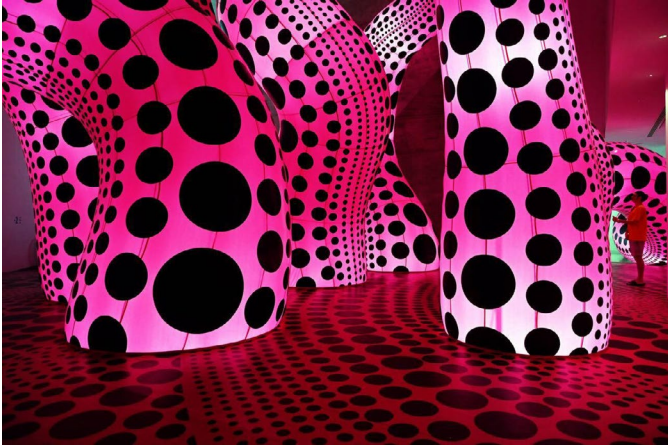
lets students share their work, give each other feedback, and have important discussions.

Digital tools have a lot of benefits for arts education, but they also come with some big problems when they are used together. Teachers need to change the way they teach so that digital technologies are used in a meaningful way, while also making sure that everyone has equal access to them, especially in places where resources are limited. These problems show how important it is to learn more about how to use digital technologies to help people improve their artistic skills without losing traditional artistic values. The rise of digital technology at the end of the twentieth century was a big change for fine art. It brought new forms of art, like digital art and interactive installations, and changed the way artists make, show, and share their work. Advanced software tools have opened up new artistic possibilities that weren't possible with traditional methods (Syafira, Y. 2025). The internet and social media sites have also made it easier for people to see art by letting it spread quickly around the world. In this changing context, this study uses Photoshop as the main research tool to look at how it helps students improve their artistic



Source: <https://www.fahimai.com/adobe-photoshop>

Figure 1: Photoshop Logo



Source: <https://www.artrewards.net/editorial/yayoi-kusama-the-infinite-passion-of-an-artistic-visionary>

Figure 2: Art Work by Yayoi Kusama

skills in art class. Photoshop is well-known for its advanced layer management, wide range of brush systems, and flexible color adjustment options. It also closely mimics traditional painting techniques. It is a hybrid creative space where digital efficiency meets traditional artistic principles. Its interactive features, like the ability to undo and redo things as many times as you want, make it easier to try new things and improve them. This makes the creative process more efficient and the final results better overall (Hu, B., & Li, Y. 2025).

LITERATURE REVIEW

Existing researches highlights several areas where digital technology intersects with traditional practice:

Digital technologies and their transformative role in traditional art practices

The combination of virtual reality (VR) and augmented reality (AR) has greatly improved art education and audience engagement. To increase accessibility and interpretive depth, organizations like the Smithsonian and museums like the Van Gogh Museum have embraced immersive technologies (Author, Year). While research based on interviews highlights the advantages of experiential learning, survey-based results show increased viewer engagement.

Artists are increasingly using hybrid techniques, which blend digital tools with conventional

methods. Prominent artists like Yayoi Kusama and Kara Walker are prime examples of this convergence, showing how digital methods can enhance rather than replace conventional painting techniques (Ugiebeme, A. A., Enya, I. J., Echeng, E. V., Ashikong, U. D., & Ushama, U. E. 2025).

Technology and new media have revolutionized traditional art forms like painting, drawing, theater, dance, and video. Digital and new media artworks utilizing formats like video, CD-ROM, and web-based platforms have progressively replaced traditional paper-based and Performance-based practices. These adaptations frequently keep aspects of traditional media, indicating that digital transformation alters the modes of production and representation of traditional art rather than replacing it (Kagaba Amina, G. 2025).

The Influence of Digital Media and VR on Classical Art Forms

The digitization of painting has brought about changes in the process as it has created tools or programs that have improved creativity in painting. Nevertheless, the traditional painting is still a significant part of culture and history, and innovations in digital technologies must only serve as an addition to the classic technologies without subjecting them to extinction. (Zhao, Y. 2025).



Source: https://parametric-architecture.com/anna-zhilyaeva-gives-life-to-classical-art-through-vr-painting/?srsId=AfmBOoq2HWFliehCtoT_NMCCcrlgnWyAn0yjE_n85zlqlss7ZindLJb

Figure 3: VR Art Work by Anna Zhilyaeva

Digital media, virtual reality, and computer-generated art have significantly transformed traditional art forms by reshaping artistic processes, presentation, and audience engagement. Existing literature highlights how digital tools expand creative possibilities while challenging conventional notions of authenticity, materiality, and craftsmanship. Virtual reality introduces immersive and interactive experiences, altering the spatial and sensory dimensions of art, whereas computer-generated imagery enables precision, replication, and experimentation beyond manual limitations. Rather than replacing traditional art, scholars argue that digital technologies foster hybrid practices, encouraging artists to integrate classical techniques with contemporary digital methods, thereby redefining artistic expression in the digital age (Kong, L., Guo, X., & Liu, Y. 2024).

Reimagining Arts Education Through Digital Technologies

Digital technology has transformed arts education by promoting creativity, experimentation, and pedagogy, as well as continuity of teaching-learning processes of digital artworks, through remote and innovative practices throughout the COVID-19 pandemic (Ji, H., & Shen, Q. 2025).

Comparative Perspectives on Traditional and Digital Art in Visual Art Education

Indian and contemporary visual arts have been radically transformed through digital technologies, adapting the traditional methods of its work to digital technologies, which results in radical changes in the artistic process, aesthetics, and dissemination possibilities (Sirohi, T., & Dhar, A. 2025). Researchers underscore digital art as one that boosts experimentation, access, and emerging cultural expression. The study also examines the role of digitalization in creativity in terms of interactivity, virtual aesthetics, and new technologies (such as virtual reality, augmented reality, and artificial intelligence) (Tykhoniuk, O., Borysova, S., Stoliarchuk, N., Alforova, Z., and Tytar, O. 2024). Meanwhile, the comparison of both conventional and digital art practice has drawn obvious differences in the technique, materiality, and creative process. Digital tools are not substitutes to traditional practices, but they increase the productivity of the art industry, promote exploration, and contribute to better learning, especially in modern visual art education (Asare, S., Walden, P., Aniagyei, E., & Emmanuel, M. 2023).

Frequency of Digital drawing tool usage.

45 responses

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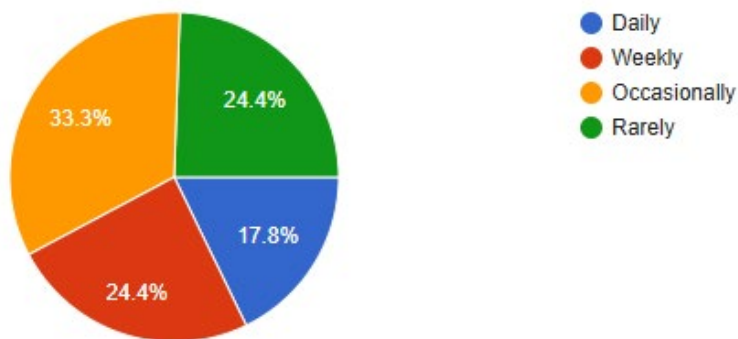


Figure4: Frequency of Digital Drawing Tool Usage

Impact on conceptualization

45 responses

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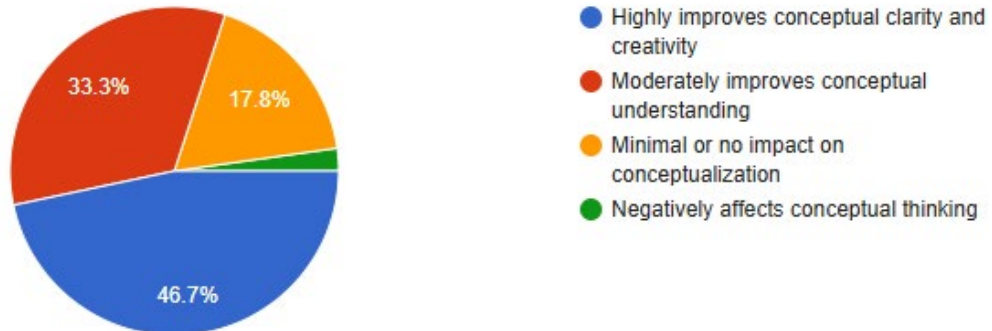


Figure5: Impact on Conceptualization

Influence on experimentation:

45 responses

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Figure6: Influence on Experimentation

RESEARCH OBJECTIVES

To find out how modern artists and art students' creative decision-making, artistic processes, and traditional painting techniques are influenced by digital tools and software.

To examine how the integration of digital technologies has changed artistic approach and practice, with the focus on creativity, efficiency, skill

development, and keeping of traditional painting values.

RESEARCH METHODOLOGY

This study adopts a quantitative descriptive research design to examine the influence of digital tools on traditional painting practices. A questionnaire-based survey method was used to collect primary data

Perceived changes in skill, speed, and accuracy:

45 responses

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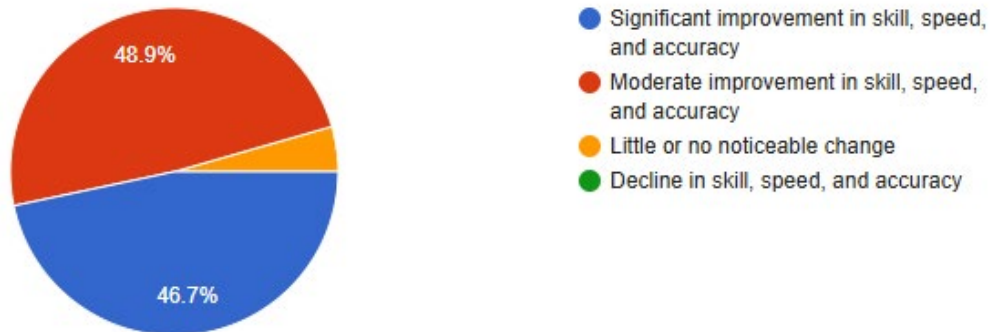


Figure7: Perceived changes in skill, speed and accuracy

Effects on artistic identity

45 responses

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Figure8: Effects on Artistic Identity

from practicing artists and art students, enabling systematic analysis of changing artistic approaches and practices in the digital era.

Sample and Participants

The study involved a sample of 45 participants, comprising professional artists and art students engaged in traditional painting practices. Participants were selected using purposive sampling, ensuring that respondents had prior experience with both traditional painting methods and digital art tools.

Data Collection Instrument

Data were collected through a structured questionnaire designed to assess artists' engagement with digital technologies and their perceived impact on traditional painting practices.

- Frequency of digital tool usage
- Impact of digital tools on conceptualization
- Influence on artistic experimentation
- Perceived changes in skill, speed, and accuracy
- Effects on artistic identity

The instrument was designed to ensure clarity, relevance, and consistency with the research objectives.

Data Collection Procedure

The questionnaire was shared as an online form, allowing flexibility and broader participation. Respondents were informed about the purpose of the study, and confidentiality of responses was ensured. All completed questionnaires were considered valid for analysis.

Ethical Considerations

Participation in the study was voluntary, and informed consent was obtained from all respondents. Personal identities were kept anonymous, and the collected data were used strictly for academic and research purposes.

DATA ANALYSIS

The collected survey data from 45 artists and art students were analyzed using descriptive statistical methods, including frequencies, percentages, and trend identification, to understand the adoption of digital tools and their influence on traditional painting practices.

Frequency of Digital Drawing Tool usage

The analysis indicates a moderate to high level of digital tool adoption among respondents.

- 33.3% of participants reported using digital tools *occasionally*.
- 24.4% used them *weekly*, while another 24.4% used them *rarely*.
- 17.8% reported *daily* usage.

This distribution suggests that while digital tools are not universally used on a daily basis, they are widely integrated into artistic workflows, particularly during planning and conceptual stages rather than final execution.

Impact on Conceptualization

Digital tools show a strong positive influence on conceptual thinking:

- 46.7% stated that digital tools *highly improve conceptual clarity and creativity*.
- 33.3% reported a *moderate improvement*.
- Only 2.2% felt a negative impact.

This pattern highlights that digital media supports idea development, visualization, and creative confidence in traditional painting.

Influence on Experimentation

Experimentation emerged as one of the most positively affected areas

- 57.8% reported that digital tools *strongly encourage experimentation and innovation*.
- 33.3% experienced a *moderate influence*.
- Only 8.9% perceived limited influence.

The findings suggest that features such as undo/redo, layering, and brush simulations allow artists to explore new ideas without fear of permanent error, which positively transfers into traditional painting practices.

Perceived Changes in Skill, Speed, and Accuracy

A significant majority acknowledged improvement

- 48.9% observed *moderate improvement*.
- 46.7% experienced *significant improvement*.
- Only 4.4% reported little or no change.

These results indicate that digital tools enhance technical understanding, visual accuracy, and workflow efficiency, particularly beneficial in educational settings.

Effects on Artistic Identity

- Despite increased digital integration:
- 55.6% felt digital tools *strongly enhance and reshape artistic identity*.
- 35.6% reported a *moderate influence*.
- Only 8.9% felt little or no effect.

Importantly, qualitative responses indicate that artists continue to value hand skills, tactile experience, and emotional expression, reinforcing that digital tools are viewed as complementary rather than substitutive.

The descriptive analysis reveals a hybrid artistic practice, where digital technologies support creativity, efficiency, and skill development while maintaining traditional painting values. Digital tools are primarily adopted for conceptualization, experimentation, and planning, rather than replacing physical painting techniques.

CONCLUSION

According to the data analysis and referring to the mentioned research objectives, the study concludes that digital tools and software affect the creative decision and artistic process of contemporary artists and art students mostly positively and significantly. The results show that digital technologies are highly embraced especially at the conceptualization, planning, and experimentation stages. Digital drawing software and the like assist in visual exploration, compositional planning and experimenting with colour and allow the artist to make better, more informed creative choices before making any works using more traditional painting methods. Significantly, the findings indicate that the technologies do not substitute the traditional ones but serve as supportive technologies, which complement the entire creative process.

Moreover, the incorporation of digital technologies has significantly changed the current artistic practices and approaches. Most of the respondents mentioned the enhancement of creativity, efficiency, and technical accuracy, which digital tools played a significant role in making the work not only faster but also more skillful and providing possibilities to experiment with no fear of a mistake that cannot be undone. Such benefits are also seen more specifically in the sphere of education and professional life where time management and productivity become very important. In spite of this change, the study indicates that the artists and students are firm in their beliefs on the values of preserving traditional painting, that is, the use of manual labor, tactile attention, and personal expression.

To sum up, the study reveals that digital and traditional practices in painting are in a hybrid and complementary relationship. Digital technologies widen creative opportunities and facilitate mastery of skills and do not betray the main principles and genuineness of the old painting. This harmonious synthesis is a manifestation of the changing artistic environment in which innovation and tradition collaborate in such a way that they reinforce each other in the process of the education and practice of the art of today.

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