

Research Paper



Exploring surrealist approaches in digital media art for enhancing graphic and visual communication design

Yujing Tang¹ , Izzuddinazwan Bin Misri^{2*} 

¹PHD candidate, City University Malaysia, Creative Industries, Kuala Lumpur, Malaysia.

^{2*}Senior Lecturer, City University Malaysia, Creative Industries, Kuala Lumpur, Malaysia.

Article Info

Article History:

Received: 17 November 2024

Revised: 30 January 2025

Accepted: 06 February 2025

Published: 22 March 2025

Keywords:

Surrealism

Digital Media Art

Visual Communication

Graphic Design

Artificial Intelligence



ABSTRACT

Digital media art development owes its advancement to Surrealist techniques which have improved the fields of graphic and visual communication design. This research evaluates how surrealist approaches such as combining unrelated elements alongside dream-based imagery and symbolic meanings, distortions and automatic artistic processes and transformations affect both viewer involvement and storytelling and fresh aesthetic designs in modern digital systems. The conceptual content analysis approach enabled researchers to recognize main surrealist elements that affect both perceptual processes and cognitive involvement with visual media content. Juxtaposition creates curiosity while dream-like imagery creates immersive experiences symbolism conveys abstract meanings. Distortion challenges conventional realism and automatism introduces spontaneity and transformation allows dynamic storytelling. The analysis demonstrates how upcoming technologies like artificial intelligence, virtual reality and augmented reality link with surrealist concepts in digital design approaches. Surrealist approaches in digital media are expected to grow in the future because they will provide designers with new methods for visual communication enhancement. The study expands the academic understanding of surrealism in digital media while giving practical guidelines to graphic designers and marketing professionals together with artists. Future studies need to develop quantitative methods for identifying surrealist visual perception while examining the philosophical aspects regarding AI-driven creations of surrealist art.

Corresponding Author:

Yujing Tang

Senior Lecturer, City University Malaysia, Creative Industries, Kuala Lumpur, Malaysia.

Email: izzuddinazwan.misri@city.edu.my

Copyright © 2025 The Author(s). This is an open access article distributed under the Creative Commons Attribution License, (<http://creativecommons.org/licenses/by/4.0/>) which permits unrestricted use, distribution, and reproduction in any medium, provided the original work is properly cited.

1. INTRODUCTION

Surrealism emerged in the first half of the twentieth century when artists explored unconscious mind terrain to produce abstract fantasy images between reality and imagination. Digital media art in the contemporary realm adopts surrealist methods to build new opportunities for graphic and visual communication design [1]. Surrealism experiences a resurgence because current time is focused primarily on digital interfaces alongside virtual experiences.

Through surrealist techniques in digital media art designers obtain the ability to break artistic boundaries while creating diverse expressive visual experiences. Through the strategic application of unexpected combinations and dream-like settings as well as symbolic artwork elements create emotional states while encouraging critical thinking within their audiences. Designers employ automatism—to create art unconsciously—for accessing their subconscious state resulting in artwork with stronger psychological impact as reported in [2].

Surrealist expression receives amplification through the digital tools available in the digital realm. Digital collage techniques alongside virtual reality tools help users build immersive settings that dim the distinction between reality and imagination [3].

Few researchers have studied how the combination of surrealism and digital media improves graphic and visual communication design even though these two elements have clear compatibility. The field lacks comprehensive research about surrealist design principles applied in contemporary artistic settings. The current lack of research about surrealist approaches in digital media art emphasizes the need for specific investigations regarding their practical applications and challenges.

The main purpose of this research examines practical implementations of surrealist creatives to enhance digital media design systems for visual communications. The investigation utilizes conceptual content analysis methods to study present-day digital works with the goal of detecting dominant surrealist components as well as their outcomes on audience involvement and message communication. The research establishes guidelines which assist digital designers when they want to implement surrealist methods into their creations to close the existing knowledge gap.

2. LITERATURE REVIEW

Surrealist Techniques in Digital Media Art for Enhancing Graphic and Visual Communication Design

2.1 Introduction to Surrealism in Digital Media

During the early 20th century surrealists brought together artistic philosophy with the purpose of liberating their work from traditional limits to emphasize uncontrolled mental exploration. The movement spearheaded by Demirel [4] aimed to produce art beyond rationalism through dream-like imagery along with absurd juxtapositions and automatic techniques to generate compelling visual stories. Digital art stands as one of the primary means contemporary artists use to explore surrealist principles through digital platforms [2]. The expansion of surrealist concepts across visual communication design enables creators to use surrealist techniques for generating emotional depth while boosting engagement and visual communication of complex concepts.

Digital media tools have enabled surrealist artists to develop expressive formats which shift surreal visual art from still imagery into dynamic immersive installations. Through digital collage techniques and 3D modeling technologies and motion graphics together with virtual reality (VR) applications artists now create surreal visual constructs that go beyond traditional artistic boundaries [5].

2.2 Surrealism's Impact on Audience Engagement and Visual Communication

Surrealist artwork has received recognition for its audience-engaging power throughout the history of art scholarships. According to Brodowicz [6] surrealism breaks away from realism through its unconventional approach which leads viewers to intellectual and emotional relationships with artwork thus making them stay longer in front of it. Advancing designers exploit surrealistic methods to get noticed while working in digital media since audiences face monumental visual overload. According to Flitterman-

lewis [7] surrealistic artistic elements that combine disparate objects and distort reality through dreams and symbolic symbolism drive viewer participation in visual content through their ability to generate uncertainty and curiosity.

Surrealism has emerged as a powerful artistic tool which enables advertising and branding teams to develop advertising programs that generate lasting impacts. Brands utilize surrealist images according to Yan [9] to obtain market differentiation in highly competitive sectors. Salvador. The promotional materials from Adobe and Nike along with others follow surrealistic techniques which involve dream-like animations and exaggerated transformations to create curiosity and emotional attachment among consumers [8].

Surrealistic elements within digital media contribute to storytelling quality in both entertainment fields and gaming industries. Users experience surreal landscapes through virtual reality (VR) and augmented reality (AR) because of their fully immersive capabilities. The studies by Yip [10] demonstrate that surrealistic components in digital interfaces boost narrative complexity when they stimulate audience subconscious engagement thus deepening their emotional connection and intellectual understanding of the content.

2.3 Prevalent Surrealist Elements in Contemporary Digital Artworks

The research focuses on recognizing which surrealist elements dominate contemporary digital media artwork. Lehman [11] provides a list of the main surrealist design methods that digital designers commonly employ:

2.3.1 Juxtaposition and Contrasting Elements

To produce thought-provoking contrasts, surrealism is one of the defining characteristics of the placement of contradictory elements in the same composition. Digital media art often includes juxtapositions of diverse visual elements, including people and mechanical components, or natural scenes layered within urban settings. The technique is one that unsettles normal sight and commands the respondents to reform their view of the subject at hand [12].

2.3.2 Dream-like Atmospheres and Distorted Realities

Another frequent strategy is constructing dream-like environments at times creating a divide in what is real and what is imaginary. Digital tools enable artists to control lighting, perspective, and movement to simulate dream-likeRefreshLayout to visualize how the dreams are magically realized. One example: AR apps have empowered surrealist designers to conjure digital overlays that blend their real-world surroundings with the otherworldly, fantastical [14].

2.3.3 Symbolism and Metaphoric Representation

A fundamental element in the surrealist expression continues to be symbolism, which reinforces the fact that abstract imagery is able to transmit deeper meanings. Spiller [15] further elaborates the potential that digital media has of incorporating expanded symbolic representation, for example, motion, animation, and user interaction, to enhance metaphorical thematics. Symbolic surrealism is often used in advertising to communicate brand philosophies like the combination of timepieces and melted objects to symbolize fluidity of time and progression.

2.4 Design Frameworks Incorporating Surrealist Methods

The literature on the study of surrealism in digital media has thus far mainly dealt with its artistic impact, but there is movement towards more practical formulation involving frameworks for integrating surrealist techniques into professional design workflow. Stone-Richards [16] suggests a structured approach which involves:

1. Cultural contextualization: The open nature of surrealist imagery makes cultural differences in interpretation an essential element during analysis of such artworks.

2. Cross-disciplinary collaboration: When surrealist digital media combines with psychology and cognitive science and marketing it strengthens its ability to communicate [11].

3. METHODOLOGY

The theme of this study is secondarily data based conceptual content analysis in order to explore the effect of surrealistic techniques in digital media arts of graphic and visual communication design [17]. This methodology relies on secondary sources that have already been published in the form of research papers, digital art collections, documented case studies, among others, to make the thorough exploration of a topic. As per this, the revised methodology consists of the following steps:

a. Research Questions Guiding the Analysis

1. The analysis is driven by the following research questions:
2. What are the key surrealist techniques utilized in contemporary digital media art?
3. How do these techniques influence the effectiveness of graphic and visual communication design?
4. What are the perceptions of audiences regarding the use of surrealist elements in digital media artworks?
5. How can designers systematically integrate surrealist approaches to enhance visual communication in digital platforms?

b. Data Selection

The data for the study is secondary and sourced only from credible and varied sources. With this approach, it is feasible to gather an extensive dataset without needing to collect primary data from scopus and JSTOR, Behance, Dribbble, published books and conference archives in recent 10 years, with focus on digital media artworks and their peer-review articles.

c. Summary of Methodological Steps

The work allows a systematic examination of the contribution of surrealist techniques in digital media art. The steps include: defining research questions, data selection, developing coding framework and conducting coding.

This study leverages secondary data and rigorous analysis, which results in a thorough examination of the use of surrealist techniques within the domain of visual communication design, with the aim of ensuring methodological rigour and reproducibility.

4. RESULTS AND DISCUSSION

The major outcome of this conceptual content analysis is the findings on the presence and impact of surrealist techniques in digital media art. The paper is organized by themes and coding categories with credible sources and real-world examples. These results demonstrate that surrealist techniques are used in digital media and their implications for the graphic and visual communication design.

4.1 Juxtaposition: Contrasting Elements

Coding Category Description: Juxtaposition is placing two disparate or unexpected things together in order to create visual tension and cause thought [18]. Digital media art is one of the most prominent surrealist techniques in using juxtaposition. Designers link elements that would not normally be expected to make compositions which engage the viewers and are able to be interpreted through. For example, in an ad used in a campaign, a heart as a floating, disassembled, mechanical heart juxtaposed with natural, blooming flowers is considered [19], [20]. Projects involving juxtapositions in branding and advertising are hosted in many cases by Behance. This includes a space where a human face is interwoven with cityscapes as the intermingling of individualization and urbanization [21].



Figure 1. Juxtaposition of Contrasted Visualization

According to Agrawal [22], juxtaposition allows for disruption of visual norms, making it a powerful interruption in advertising (a key concept in differentiation) Figure 1. Juxtaposition is when businesses intentionally use advertising campaigns to differentiate, which is needed in a very marketed digital world where it is important that their messaging is seen but hopefully remembered. This is a popular way that companies use to promote new products, showcase the brand's values or cause to think, and juxtaposition is a versatile and powerful tactic in marketing.

Alqaisi [23] also emphasizes that it is highly effective in maintaining the visual impression of the message and in maintaining memorability for the message. Advertisers can coax a bit of curiosity and start a conversation around their campaign through stark contrasts: combining surreal things and everyday things. Juxtaposition in digital media extends beyond static visuals and it is usually employed in motion graphics as well as interactive content and its impact is even louder.

4.2 Dream-Like Imagery: Surreal Atmospheres

Coding Category Description: The fusion of dreamlike elements within reality produces natural connections between imagination and factual elements which creates a deep connection between audience and material.

Visual techniques resembling dreams have become standard in digital media to develop environments that fully engage viewers. The incorporation of fantastical elements including floating objects and ethereal lighting and outer-world environments creates curiosity so viewers can become more deeply engaged [24]. VR and AR technologies have extensively broadened the capabilities for generating these kinds of digital images. Users can experience [25] VR setup which immerses them within a virtual dreamland featuring moving digital flowers that react to user movement between art and interactive experiences.

The 2019 Nike commercial featured dream-like animation showing athletes performing surreal gravity-defying activities during their workouts Figure 2. Through these visuals the brand presented both its innovative spirit and emotional connection with audiences by displaying an aspirational story [26].

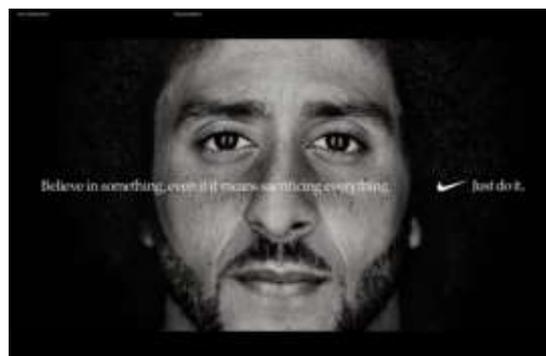


Figure 2. Nike Dream Campaign [26]

Researchers from [27] recognize that dream-like imagery proves the most effective tool for augmented reality (AR) and virtual reality (VR) environments because user interaction strengthens sense of immersion. The combination of technologies enables designers to develop mysterious settings that obscure the distinction between what is real and what exists in imagination thus creating unreal spaces for users to explore beyond typical human comprehension. According to [28], visual presentation of unreal concepts using dream-like imagery establishes audience emotional bonds by going beyond reality. Digital storytelling together with advertising uses dreamlike visual sequences to develop stronger bonds between audience members and their content through nostalgia or curiosity and wonder.

4.3 Symbolism: Representational Elements

Coding Category Description: Through symbolism objects and images establish an immediate connection that represents more abstract concepts or hidden meanings.



Figure 3. Symbolistic Visualization [30]

Symbolic elements form a vital aspect of surrealist design practice because they convey intricate messages by using short visual cues Figure 3. Symbolic devices regularly appear in digital media art to create a connection across cultural differences which enables universal comprehension of content [29]. A global UNICEF campaign communicated the necessity for child poverty resolution through shattered mirrors combined with broken timepieces which spoke to multiple audience segments worldwide. Visitors to Behance website can find initiatives that employ symbolic approaches to handle social concerns. The digital tree in this campaign showed roots which resembled human hands to represent human relations with the environment [30].

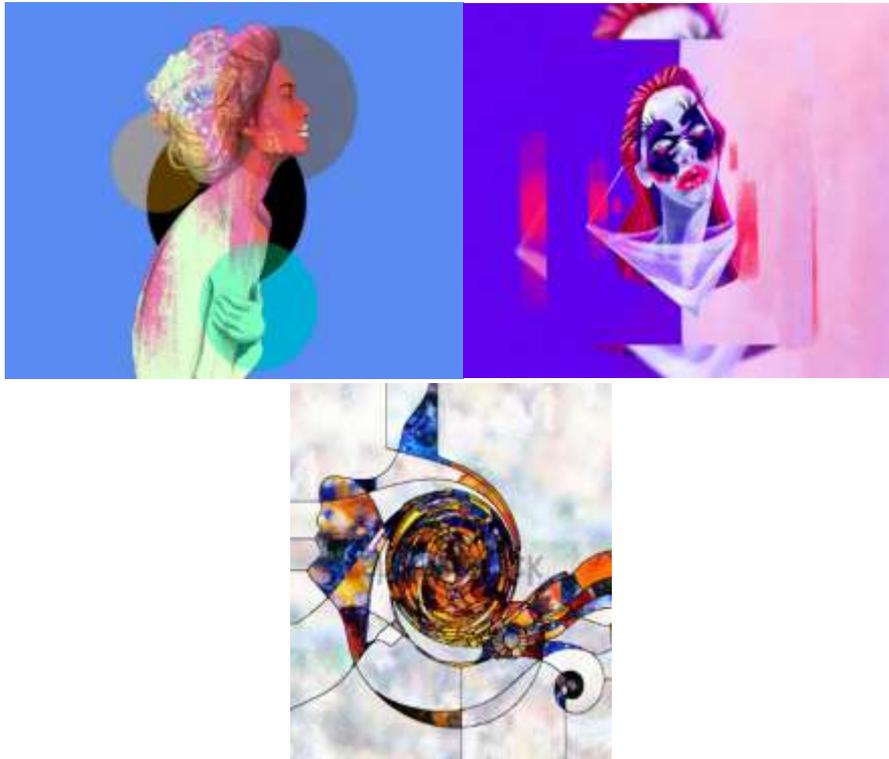
According to [29] digital media storytelling heavily relies on symbolic elements because they transform complex ideas into simple visual representations. According to [31] cultural sensitivity plays a critical role when using symbolic elements because it helps guarantee proper understanding from audiences.

4.4 Distortion: Altered Proportions

Coding Category Description: Distortion creates physical adjustments of proportions or structures as a means to challenge realistic aesthetics.

Digital media makes use of distortion to produce unexpected visual compositions which break normal expectations through altered familiar items [32]. Advertisers use this method often in their product promotions to make their features stand out while also developing memorable visual elements.

Current digital illustrations utilize distortion as one of their prevailing techniques. An artwork presented on Dribbble depicts a human face with swirling patterns that distort the features to represent the intricate nature of human emotions [Figure 4](#).



[Figure 4](#). Symbolistic Visualization of Showcased Faces of Dribbble [\[33\]](#)

Per Shukla and Srivastava [\[32\]](#), visual distortion brings attention to itself by breaking the viewer's expectations allowing it to function as an effective digital media tool today. Transformation through altered figures or proportion adjustments and fluid or surreal imagery requires viewers to explore content at its deepest level. The marketing industry uses distortion as a method to highlight product attributes and generate emotional responses in order to create distinctive campaigns for standing out among competing media content.

According to [\[34\]](#) designers use distortion for aesthetic goals as well as for communication purposes which expands its design possibilities. In digital art practice artists utilize distortion techniques to depict themes of metamorphosis together with themes of instability and otherworldly experiences while challenging conventional art aesthetics. Mainly through motion graphics and animation viewers experience heightened immersion as these features implement dynamic real-time distortions which shift while enhancing the effect.

4.5 Automatism: Subconscious Creation

Coding Category Description: The act of automatism presents spontaneous element making processes which emerge from subconscious ideas and mental work. Digital media art benefits significantly from automatism because algorithmic tools produce spontaneous forms of creation. Genetic art software helps designers create remote and unknown digital visuals that follow surrealism guidelines [\[35\]](#). Generative design applications in Adobe Illustrator allow users to generate natural patterns which duplicate the shape-forming processes of subconscious thought [\[36\]](#).

DeepDream AI tools serve as examples of patterns amplified software that transforms regular pictures into surreal complex images. The technique appears in digital marketing campaigns to create fascination because of its ability to spark curiosity.

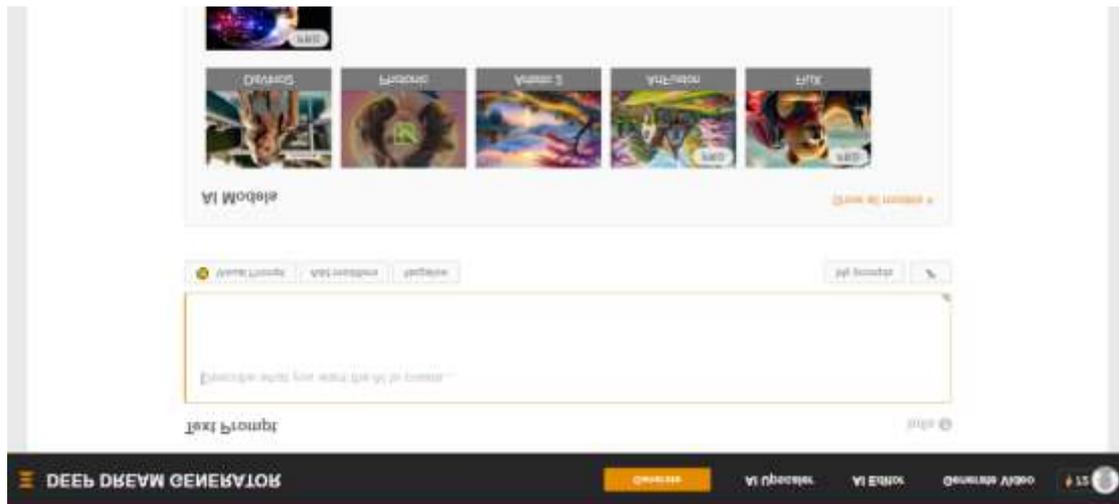


Figure 5. DeepDream [37]

Foster [38] explained that automatism provides artists a way to avoid rational thinking which opens pathways to their concealed creative resources thus generating works beyond traditional mental boundaries. The surrealist artistic tradition incorporates automatism as a method which stimulates mindless creativity by connecting artists to their subconscious mental processes. Automatism involves drawing-associated techniques alongside automatic writing and spontaneous painting to eliminate conscious interference which produces authentic creative output.

Leary [39] shows how algorithmic automation allows artists to create new digital media through AI integrated applications and machine learning systems in artistic production processes. Generative design techniques operated by artists and designers enable them to develop distinct compositions which automatically develop into new expressions that extend standard artistic methods. AI software platforms like DeepDream and GANs allow users to generate surreal art work which designers make by simulating early surrealist's subconscious artistic processes Figure 5.

4.6 Transformation: Morphing and Evolution

Coding Category Description: This type of transformation implies a gradual or sudden adjustment of objects or scenes in order to portray fluidity and change. Motion graphics and Video Advertisements utilize wide spread of transformation to express dynamic narratives. This technique focuses on fluidity of ideas, products or services. For an instance, an Apple commercial presented a changing animation of its devices changing through time from the previous to the current one, embodying progress and innovation.

4.7 Summary of Findings

The analysis shows that surrealist techniques can be very effective to engage an audience and deliver a message in the context of digital media art. Through the use of techniques such as juxtaposition and symbolism, we can create a visual that will be remembered easily; while, through dream like imagery and transformation, viewers will find themselves immersed into a world unknown through techniques that will captivate the viewers. It contributes distortion and automatism, creating layers of creativity and unpredictability, and stimulates efforts for intellectual curiosity.

Discussion

This research finds that surrealist techniques in digital media art have such a significant impact on graphic and visual communication design. The prevalence and impact of different surrealist elements can be analyzed to conclude that these artistic ways help form a view of audience engagement, visual telling and digital aesthetics. This paper explores the implications of the key surrealist techniques found in the study, as well as their potential application to current digital media and the profession of visual design.

a. Juxtaposition and its Role in Challenging Perception

Juxtaposition is identified as one of the most extreme surrealist technical in digital media art. Juxtaposing unexpected or contradictory elements forces audiences to reframe their typical visual expectations by placing unexpected or contradictory elements together. This finding is consistent with previous work that demonstrates juxtaposition encourages greater cognitive engagement as it disrupts a familiar pattern of viewing [22].

By strategically incorporating contrasting elements into digital media, designers can engage in curiosity evoking, intellectually interesting, brand, advertising, and multimedia storytelling. In terms of design, juxtaposition provides the means to link together certain brand identities with the most memorable advertising. This research analyzes the case studies and finds that brands implementing surrealist juxtaposition techniques display higher recall and better emotional engagements with their audience [23].

b. Dream-Like Imagery and Immersive Digital Environments

An important finding of this study is that dream-like atmospheres work well in digital media art. It has been demonstrated that this surrealist aesthetics, that is, lighting that is often changed, floating objects, spatial arrangements that are illogical, have captivated an audience and it has empowered one to have emotional connection.

Other than the fact that the widespread adoption of virtual reality (VR) and augmented reality (AR) technologies have created even more ways for dream-like surrealism in interactive spaces, whether those spaces are purely offline or both, it would be impossible to hold that without making the assumption that those technologies will continue to exist. [27] note that the merging of surrealist visual practices with immersive technology allows designers to offer experiential narratives which transcend conventional form of storytelling.

c. Symbolism as a Narrative Device in Digital Design

The study also points out the importance of symbolism as the main surrealist technique in digital media art. Using symbolism means that audiences are more receptive to multi layered narrative where complex ideas are condensed in visual shorthand, communicated in ways that cannot be done otherwise. Analysis of digital advertising and social imaginative campaigns reveal that imagining surrealism is commonly utilized to communicate themes of identification, social change, and brand imaginative philosophy. For example, surrealistic symbolism in the campaigns, with a theme such as melted clocks, broken figures or nature metaphors helps deliver deeper significances as compared to the apparent superficiality of the campaign [29].

Symbolic surrealism is universal and hence is an invaluable tool in cross cultural communication. Since digital media has become globalized, the ability to cross linguistic barriers through visual storytelling has become increasingly important [31]. The results of this research shed light on the fact that designers should not be sending symbols without considering their cultural sensitivity, so that interpretation always makes sense within multiple demographics. Future research can investigate the variation of audience interpretation of surrealist symbolism by different cultures to understand how to optimize visual communication strategies for global audiences.

d. Distortion and the Redefinition of Form

The second more critical surrealist technique Documentary, developed under the influence of contemporary digital media art, includes distortion. Distortion based on manipulation of the proportions, perspectives and physical forms have challenged realism but at the same time introduced the perceptual abstraction.

This research corroborates the fact that distortion becomes a regular tool of digital branding and advertising as a means of producing striking, outlandish visual elements that draw attention. This finding is in line with existing theories that argue that distorted forms aid in visual engagement by deviating from what is expected and conjuring interest in cognition [32].

e. Automatism and the Rise of AI-Driven Surrealism

Automatism is found in the research to be a main surrealist technique that has come to utilize in a digital age. Historically, there is an association of automatism (created art from subconscious processes), including introducing surrealists such as André Breton and Salvador Dalí. This way of thinking has been revitalized through AI driven generative design and algorithmic art [38] in the contemporary digital context. Results from this study suggest that machine learning algorithms are able to generate spontaneous, surrealist compositions that are blurred between human and computational creativity.

The integration of AI in surreal digital media art opens up for discussion on who is the author and also what was the intention of the artist. With the growing interest of digital artists in trials of automated creative processes, we can expect the discussion on the human intuition's role in surrealist design to evolve as well. This can be further investigated by future research on the implications of AI-driven automatism in digital aesthetics and broader art world.

f. Transformation and Fluidity in Motion Graphics

This research findings are in line with the continuous power of surrealist techniques in digital media art today. Surrealist methodologies are still formative to visual communication through juxtaposition, symbolism, distortion and automatism. Finally, the importance is shown of these techniques from the context of how they would integrate into digital branding, advertising and storytelling to engage modern audiences. Surrealism in relation to digital media will definitely continue to advance as technology continues to evolve, and with that is the introduction of new ways to design with graphic and visual communication.

5. CONCLUSION

This research, however, provides evidence of the effect of surrealist techniques in the generation of digital art in graphics and visual communication design. By demonstrating that surrealist methods, including juxtaposition, distortion, automatism, symbolism, and transformation, all influence the way the audience receives and reacts to the work, the study has shown how surrealist methodologies make up important components for audience composition and engagement with the work. In the realm of digital media, these techniques, which have their roots in surrealist art of the early 20th century, have become a powerful means for artists and designers to break the visual norm, arouse the emotion, and enrich the storytelling with their ingenious mechanics.

The study goes on to stress that the integration of surrealist techniques into digital media is not just aesthetic, but literally communicative and psychological. With the passage of time, technology is expected to expand the scope of surrealist possibilities in communication design through the graphic and visual medium. Future research should, in fact, use empirical methods for measuring reflective audience responses to surrealist visuals and address ethical issues of AI driven surrealist art.

Acknowledgments

The authors have no specific acknowledgments to make for this research.

Funding Information

None

Author Contributions Statement

The first author collects data and does the writing. The second author provides direction, instruction and proofreading.

Name of Author	C	M	So	Va	Fo	I	R	D	O	E	Vi	Su	P	Fu
Yujing Tang	✓	✓		✓		✓	✓	✓	✓	✓			✓	
Izzuddinazwan Bin Misri		✓			✓			✓	✓	✓	✓	✓		

C : Conceptualization	I : Investigation	Vi : Visualization
M : Methodology	R : Resources	Su : Supervision
So : Software	D : Data Curation	P : Project administration
Va : Validation	O : Writing - Original Draft	Fu : Funding acquisition
Fo : Formal analysis	E : Writing - Review & Editing	

Conflict of Interest Statement

No potential conflict of interest was reported by the authors

Informed Consent

All authors has noticed and confirmed the submission and possible publishment of the manuscript

Ethical Approval

The research does not involve experiments with human participants. This study does not involve AI generated contents, materials as research object involves AI generated posters, all are listed in the reference.

Data Availability

This study does not involve AI generated contents, materials as research object involves AI generated posters, all are listed in the reference. The study does not involve data, all materials are secondary sources from internet and cited.

REFERENCES

- [1] R. Yan, 'The influence of surrealism on contemporary design', International Journal of Education and Humanities, vol. 13, no. 1, pp. 116-119, Mar. 2024. doi.org/10.54097/ybrqy687
- [2] Korea Institute of Design Research Society, Y. Jo, and M. Kim, 'A Study on the Expression Techniques of Surrealism in Realistic Media Art: focusing on d'strict's works', Korea Inst. Des. Res. Soc., vol. 8, no. 3, pp. 309-320, Sep. 2023. doi.org/10.46248/kidrs.2023.3.309
- [3] K.-S. Jang, 'Study on the relation of modern illustration using automatic technique', J. Next-gener. Converg. Inf. Serv. Technol., vol. 7, no. 1, pp. 111-126, Jun. 2018. doi.org/10.29056/jncist.2018.06.08
- [4] M. R. Demirel, '3D surrealism and examples in visual communication design', Bodrum Journal of Art and Design, vol. 3, no. 2, pp. 162-171, Aug. 2024. doi.org/10.58850/bodrum.1480901
- [5] M. Hasibul, "Examining the Impact of Artificial Intelligence on Decision-Making and Customer Relationship Management in Management Information Systems: a Qualitative Study," Library Progress International, vol. 44, no. 3, pp. 679-698, 2024, doi: doi.org/10.48165/bapas.2024.44.2.1.
- [6] M. Brodowicz, "The Impact of Surrealism on Modern Art and Design," aithor.com, Aug. 25, 2024. <https://aithor.com/essay-examples/the-impact-of-surrealism-on-modern-art-and-design>
- [7] S. FLITTERMAN-LEWIS, "Surrealist Cinema: Politics, History, and the Language of Dreams," American Imago, vol. 50, no. 4, pp. 441-456, 1993, Available: <https://www.jstor.org/stable/26303950>
- [8] F. O. Osaigbovo, "Extrapolating the mystique of surreal photography as an advertising design strategy," Facta Unversitatis, vol. 8, no. 2, pp. 043-062, 2022, doi: doi.org/10.22190/FUVAM22020430.
- [9] H. S. Rana, "The Surreal Landscape as an Invitation to Imagine," NeuroQuantology, vol. 20, no. 4, p. 1379, 2022, doi: doi.org/10.48047/nq.2022.20.4.nq22369
- [10] D. K.-M. Yip, 'Cinematic surrealism of the interactive virtual space', in Reconceptualizing the Digital Humanities in Asia, Singapore: Springer Singapore, 2020, pp. 53-71. doi.org/10.1007/978-981-15-4642-6_4

- [11] K. E. Lehman, "Self in Progress: Designing an Animated Mental Health Narrative Inspired by the Principles and Aesthetics of Surrealism," http://rave.ohiolink.edu/etdc/view?acc_num=osu165426510010221 (accessed Feb. 04, 2025).
- [12] A. Fernández-Morales, 'Contradiction juxtaposed and digital representation in contemporary art: The work of Dionisio González', in *Lecture Notes in Civil Engineering*, Cham: Springer International Publishing, 2021, pp. 649-666. doi.org/10.1007/978-3-030-59743-6_30
- [13] Y. A. D. Chen, 'Design as Alternate Reality', 2022.
- [14] Q. Dees, "A Research into the Expression of Dreams in Art," 2020. Available: <https://sonology.org/wpcontent/uploads/2021/11/QuirijnDeesThesisAResearchIntoTheExpressionOfDreamsInArt.pdf>
- [15] N. Spiller, 'Feverish delirium: Surrealism, deconstruction and numinous presences', *Archit. Des.*, vol. 89, no. 4, pp. 86-93, Jul. 2019. doi.org/10.1002/ad.2461
- [16] M. Stone-Richards, 'Failure and community: Preliminary questions on the political in the culture of surrealism', in *Surrealism, Politics and Culture*, Routledge, 2020, pp. 300-336. doi.org/10.4324/9781315197418-15
- [17] B.-M. Lindgren, B. Lundman, and U. H. Graneheim, 'Abstraction and interpretation during the qualitative content analysis process', *Int. J. Nurs. Stud.*, vol. 108, no. 103632, p. 103632, Aug. 2020. doi.org/10.1016/j.ijnurstu.2020.103632
- [18] The Editors of Encyclopedia Britannica, 'Surrealism', *Encyclopedia Britannica*. 10-Feb-2025.
- [19] Content in Context, "Surrealism, Manifestos and the Art of Juxtaposition," *Content in Context*, Jan. 04, 2016. <https://contentincontext.me/2016/01/05/surrealism-manifestos-and-the-art-of-juxtaposition/> (accessed Feb. 04, 2025).
- [20] V&A, "Surrealism and Design · V&A," Victoria and Albert Museum, 2019. <https://www.vam.ac.uk/articles/surrealism-and-design?srsltid=AfmBOopawjL6TOyDwQvUAzi4fBbBBEt7XyflgS7ix8dZ86-o9OKOcTJA> (accessed Feb. 04, 2025).
- [21] StockCake, "Digital Human Fusion," *Stockcake.com*, 2025. https://stockcake.com/i/digital-human-fusion_671339_556453?utm_source (accessed Feb. 04, 2025).
- [22] S. Agrawal, "What Is Juxtaposition? Examples and Definition," *Octet Design Journal*, 2024. <https://octet.design/journal/juxtaposition/>
- [23] E. Alqaisi, 'Visual intertextuality as a backbone of political cartooning: Homogenous and heterogeneous visual juxtaposition', *Grove - Work. Pap. Engl. Stud.*, vol. 31, p. e8643, Nov. 2024. doi.org/10.17561/grove.v31.8643
- [24] freepik, "Surreal Dreamlike Atmosphere Images," *Freepik*, 2025. <https://www.freepik.com/free-photos-vectors/surreal-dreamlike-atmosphere> (accessed Feb. 04, 2025).
- [25] J. S. G. A. Balushi, M. I. A. A. Jabri, S. Palarimath, P. Maran, K. Thenmozhi, and C. Balakumar, 'Incorporating artificial intelligence powered immersive realities to improve learning using virtual reality (VR) and augmented reality (AR) technology', in *2024 3rd International Conference on Applied Artificial Intelligence and Computing (ICAAIC)*, Salem, India, 2024, pp. 760-765. doi.org/10.1109/ICAAIC60222.2024.10575046
- [26] Liu, Xiaotong. "Sportswomen and Digital Media: Case Study of 'Dream crazier' campaign." *SHS Web of Conferences*, vol. 155, 2023, p. 01004, doi.org/10.1051/shsconf/202315501004.
- [27] S. Xu, P.-W. Hsiao, C. Li, and J.-Y. Zhang, 'Delicious cyber ghost: Using pepper's ghost in computer-aided design to enhance Cantonese morning tea education', in *IEEE ICEIB 2024*, 2024, p. 78. doi.org/10.3390/engproc2024074078
- [28] X. Zhao, "Digital Immersive Art in China," *Google Books*, 2015. [https://books.google.com.pk/books?hl=en&lr=&id=5McbEQAAQBAJ&oi=fnd&pg=PA1991&dq=Virtual+reality+\(VR\)+and+augmented+reality+\(AR\)+technologies+and+dream-like+imagery&ots=mM5AL9lkLl&sig=cLulojHpJdVqM8NowZUAT2fx32l&redir_esc=y#v=onepage&q&f=false](https://books.google.com.pk/books?hl=en&lr=&id=5McbEQAAQBAJ&oi=fnd&pg=PA1991&dq=Virtual+reality+(VR)+and+augmented+reality+(AR)+technologies+and+dream-like+imagery&ots=mM5AL9lkLl&sig=cLulojHpJdVqM8NowZUAT2fx32l&redir_esc=y#v=onepage&q&f=false) (accessed Feb. 04, 2025).

- [29] W. Omran, R. F. Ramos, and B. Casais, 'Virtual reality and augmented reality applications and their effect on tourist engagement: a hybrid review', *J. Hosp. Tour. Technol.*, vol. 15, no. 4, pp. 497-518, Aug. 2024. doi.org/10.1108/JHTT-11-2022-0299
- [30] I. Ramos, "Segmento: Humanity and Nature Are One • Ads of the World™ | Part of the Clio Network," Pinterest, Sep. 15, 2024. <https://www.pinterest.com/pin/733383120605998204/> (accessed Feb. 04, 2025).
- [31] M. A. Bretos, S. Ibáñez-Sánchez, and C. Orús, 'Applying virtual reality and augmented reality to the tourism experience: a comparative literature review', *Span. J. Mark.-ESIC*, vol. 28, no. 3, pp. 287-309, Jul. 2024. doi.org/10.1108/SJME-03-2023-0052
- [32] A. Shukla and A. Srivastava, 'Immersive healing: Examining the effectiveness of cognitive behavioral therapy using virtual reality to reduce cognitive distortions', *Augment. Hum. Res.*, vol. 9, no. 1, Dec. 2024. doi.org/10.1007/s41133-024-00065-9
- [33] Dribbble, "Human Face designs, themes, Templates and Downloadable Graphic Elements on Dribbble," Dribbble.com, 2024. https://dribbble.com/tags/human-face?utm_source (accessed Feb. 04, 2025).
- [34] S. Youm, N. Jung, and S. Go, 'GPS-induced disparity correction for accurate object placement in augmented reality', *Appl. Sci. (Basel)*, vol. 14, no. 7, p. 2849, Mar. 2024. doi.org/10.3390/app14072849
- [35] Kazuki, "ICGG 2024 - Proceedings of the 21st International Conference on Geometry and Graphics," Google Books, 2024. [https://books.google.com.pk/books?hl=en&lr=&id=nLckEQAAQBAJ&oi=fnd&pg=PA47&dq=Virtual+reality+\(VR\)+and+augmented+reality+\(AR\)+technologies+and+Automatism&ots=0S76qJck6m&sig=VIFhSCgwz7yXuxnpMWBsOAR03c&redir_esc=y#v=onepage&q&f=false](https://books.google.com.pk/books?hl=en&lr=&id=nLckEQAAQBAJ&oi=fnd&pg=PA47&dq=Virtual+reality+(VR)+and+augmented+reality+(AR)+technologies+and+Automatism&ots=0S76qJck6m&sig=VIFhSCgwz7yXuxnpMWBsOAR03c&redir_esc=y#v=onepage&q&f=false) (accessed Feb. 04, 2025).
- [36] G. Marconi, "Pattern Creation with Illustrator & Pantone - Adobe Substance 3D," Adobe.com, 2021. <https://www.adobe.com/products/substance3d/magazine/pattern-creation-with-illustrator-and-pantone-in-substance-designer.html> (accessed Feb. 04, 2025).
- [37] Deep Dream, "Log in | Deep Dream Generator," Deepdreamgenerator.com, 2025. <https://deepdreamgenerator.com/generate/from-job/21198405> (accessed Feb. 05, 2025).
- [38] K. Foster, "Material Acts of Thinking and Learning in the Art Museum: Embodied Encounters and the Agency of the Pedagogical Art Object," 2024. Accessed: May 22, 2024. [Online]. Available: https://research.gold.ac.uk/id/eprint/36047/2/EDU_thesis_FosterK_2024_written.pdf

How to Cite: Yujing Tang, Izzuddinazwan Bin Misri. (2025). Exploring surrealist approaches in digital media art for enhancing graphic and visual communication design. *Journal of Humanities, Music and Dance (JHMD)*, 5(1), 1-14. <https://doi.org/10.55529/jhmd.51.1.14>

BIOGRAPHIES OF AUTHORS

	<p>Yujing Tang  Received Bachelor in Hunan International Economics University and Master in University of South China. PHD candidate, City University Malaysia, Creative Industries, Kuala Lumpur, Malaysia. Master thesis IP image design of Dong cultural tourism in Huaihua from the perspective of intangible cultural heritage inheritance. PhD dissertation direction: Dong Brocade Preservation and Transformation Integrating Traditional Aesthetics and Cultural Elements into modern Product Design. You can reach her at tangyujing16@gmail.com</p>
---	--



Izzuddinazwan Bin Misri  Senior Lecturer of City University Malaysia, 2015 received Master degree of Art & Design in Universiti Teknologi MARA (UiTM) with master thesis title: Evolutionary Geneticalgorithm As a Generativetool In Identifying Malay, Chinese And Indian Culturalproduct DNA. 2023 Received PhD in Art & Design in Universiti Teknologi MARA (UiTM) with doctoral dissetation topic: The Malay's Design Dna: Formulation of The Behavioraland The Reflective Aspects Forproduct Function and Identity. He can be contacted at izzuddinazwan.misri@city.edu.my