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Art & Design & Craft in the Two-Dimensional World Culture

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Abstract

The article employs two-dimensional world cultural products as a case study to examine the nuanced relationship between art, crafts, and design within this realm. Given the vast array of cultural products within the two-dimensional world, the focus of analysis is narrowed down to in-game photography and figures. Initially, the article outlines the currently accepted definitions of art, crafts, and design. Subsequently, it delves into the diverse attitudes exhibited by various audience groups towards these categories. The primary conclusion drawn is that while the boundaries between the concepts of art, crafts, and design may be blurred, each possesses distinct characteristics and differences. Thus, whether considering specific products within the two-dimensional world culture or examining two-dimensional culture more broadly, it becomes apparent that, from a certain perspective, the three can be differentiated.

Keywords: Art, design, craft, photo, in-game photography, two-dimensional world