

Ragmala Painting: A 3D model for effective learning of Hindustani Music

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The objective of the present study is to examine the effectiveness in Ragmala Painting on identifying the Rasa concept derived through the Hindustani Raga. Raga is a classical piece of music which must be learnt by means of identifying and enjoying the typical elements embedded in it. Only a learned musician or a selected audience may recognize its authentic and signifying characteristics. Therefore the visualizing of such elements through a variety of media as animated panels encompassing the mission and the objective of original Ragmala Painting may be a typical source for an amateur or a general audience. Thus, the present study aims to codify the characteristics of Raga and Ragmala painting by means of highlighting the pure characteristics which generate and increase the understanding of particular behavior (*bhāva*) and *rasa*. The study was conducted by using 20 students in two groups comprising ten (10) in each and by applying six (06) numbers of selected Ragas. The results showed that the animated illustrations of Ragamala painting seem to have increased the interest, understanding and the learning behavior of the students.

Keywords: Ragmala Painting, Hindustani music, Rasa, effective learning, music