

Retraction

Retracted: Study of Digital Painting Media Art Based on Wireless Network

Wireless Communications and Mobile Computing

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This article has been retracted by Hindawi following an investigation undertaken by the publisher [1]. This investigation has uncovered evidence of one or more of the following indicators of systematic manipulation of the publication process:

- (1) Discrepancies in scope
- (2) Discrepancies in the description of the research reported
- (3) Discrepancies between the availability of data and the research described
- (4) Inappropriate citations
- (5) Incoherent, meaningless and/or irrelevant content included in the article
- (6) Peer-review manipulation

The presence of these indicators undermines our confidence in the integrity of the article's content and we cannot, therefore, vouch for its reliability. Please note that this notice is intended solely to alert readers that the content of this article is unreliable. We have not investigated whether authors were aware of or involved in the systematic manipulation of the publication process.

Wiley and Hindawi regrets that the usual quality checks did not identify these issues before publication and have since put additional measures in place to safeguard research integrity.

We wish to credit our own Research Integrity and Research Publishing teams and anonymous and named external researchers and research integrity experts for contributing to this investigation.

The corresponding author, as the representative of all authors, has been given the opportunity to register their agreement or disagreement to this retraction. We have kept a record of any response received.

References

- [1] M. Zhong, "Study of Digital Painting Media Art Based on Wireless Network," *Wireless Communications and Mobile Computing*, vol. 2021, Article ID 4412294, 11 pages, 2021.

Research Article

Study of Digital Painting Media Art Based on Wireless Network

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Digital media art mainly studies the methods and techniques of using information technology for artistic processing and creation. Through theoretical study, professional skills training, etc., people can master the use of digital media software and have the ability to use digital technology to perform artistic processing on various types of works. This article is aimed at studying the art analysis of digital painting media based on wireless networks. In the past few years, as the country pays more and more attention to it, the level of science and technology in our country is constantly improving. At this stage, it has entered a new media environment using digital media. In the method part, this article proposes wireless network technology. It is believed that digital painting and traditional painting are very different in expression form and artistic concept. Digital painting transforms the static expression of traditional painting into digital form, so that they are no longer limited to the static expression of the plane. In the algorithm part, this article uses the algorithm of virtual technology to make a long-term plan for the development of digital painting media art. The experimental results of this paper show that the proportions of digital media art materials in practical technology, visual experience, and Chinese painting are 50%, 61%, and 73%, respectively, and their proportions are constantly increasing, occupying an important role in the field of digital media art.

1. Introduction

It is undeniable that the image created by traditional image creators based on the world they see cannot exist forever, because it cannot surpass the original material, and will eventually die in a long river that may be far from perfect. At the beginning of the century, the emergence of digital imaging technology was full of people's growing visual desires, creating the art of photography; creating unrealistic essential fore way of presentation is also very different from before. Its advantage lies in the expressive power and technical beauty provided by computer technology, as well as its popular appearance, imms, and becoming a new way to meet people's visual needs. When did digital media come into existence? Traditional creative art groups are becoming more and more tired of computers and digital media. For this special, the connotation is often expressed and described in a modern and popular way, together with the gradual expansion of the use of digital images. This newly developed computer design system is intended for the creation and development of digital images. With a strong technical foun-

ation, digital image art continues to follow its postmodern and postindustrial steps. With growth and development, many graphic designers have overturned previous concepts.

With the development of science and technology, people have entered a new media environment based on digital media. Digitization involves all aspects of our lives. In this context, the development of digital painting has injected new vitality into traditional painting art. Its form has been digitized into a new format, which has become vivid and colorful. It can also participate in and interact dynamically in real time, instant response, and many dimensions. What we have to do now is to combine digital technology with painting in a more reasonable and better way. This is already one of the most important topics in contemporary painting.

Many domestic and foreign scholars have done extensive research on the analysis of digital painting media art based on wireless network. The limited number of gallery buildings where Sugiarto et al. display works of art has become an obstacle to art appreciation and learning. The development of digital media has not been widely used as art learning media. Their research is aimed at using virtual galleries as

learning media based on digital technology to analyze the development of art students learning painting [1]. Mi-Nam's research is aimed at exploring the expressive characteristics of digital media that children use most easily in their daily lives. For this reason, we have studied the different characteristics of children's photographic expression and painting expression and how different children's photographic expression characteristics are different [2]. Kim and Jung's activity theory provides a broad conceptual analysis framework for HCI. As media art matures and is accepted as an art form, a theoretical and conceptual framework is needed to analyze and evaluate it. Activity theory studies the level of connection between individuals, communities, and society in a broad sense and uses different human practices as the philosophical basis to study the development process of this connection [3]. For Gao, with the development of science and technology, digital painting has further shortened the distance between the artist and the audience. This article studies the application of digital art in traditional painting and analyzes its art form. The interactivity of digital technology makes the information transmission between creators and viewers more timely [4]. Darraji computer graphics processing technology not only solves the artistic difficulties of traditional painting simulation but also gains more gains from the extensively modified artistic style and form in the teaching of artistic features and tasks, saving money, manpower, and a lot of resources [5]. Among the potential applications of Sharma et al., an important application area is dynamic spectrum sharing (DSS) in wireless systems, especially 5G networks, where FD can provide multiple benefits and possibilities, such as concurrent sensing and transmission (CST), concurrent transmission and reception, improvement of sensing efficiency and auxiliary throughput, and alleviation of hidden terminal problems [6]. Babu and Saminathan's article describes wireless sensor network technology. Some of the research work here includes sensor network applications, reliable transmission protocols, and congestion control schemes; these are compared, bridged, and compared in different parts [7].

The abovementioned scholars are not comprehensive in their analysis of digital painting media based on wireless networks, and there are still some parts to be corrected and supplemented. Therefore, the innovative points of this article are as follows:

- (1) This article expands the new fields and new forms of the future development of digital media painting art
- (2) The research of digital painting technology and wireless network technology helps us to use digital media
- (3) This paper provides a foundation for the development of digital painting art

2. Digital Painting Media Artistic Analysis Based on Wireless Network Method

2.1. Wireless Network Technology. Wireless network technology refers to a network that can connect various communication devices. Wireless network technology covers a wide

range, including global voice and data networks that allow users to establish long-distance wireless connections [8] and infrared and wireless networks optimized for short-distance wireless connections. Radio is a frequency technology. Information security technology allows everyone to understand the basic principles of computer information security and current popular information security settings. Security vulnerability strategy and implementation of firewall principle hacking and prevention enable people to operate, operate, manage, and manage information systems, maintenance, and other related tasks [9]. Because of the dynamic nature of "new media," it is difficult to provide a clear and unified definition of an idea. From the perspective of media technology, new media refers to a form of communication based on electronic information technology. Internet technology, mobile data communication technology, and other technical means provide the public with life and entertainment information through the Internet, computers, and mobile terminals, and new media combines interpersonal communication. The creation of painting art is also an activity that interacts with the audience. "A work created by an artist in accordance with the aesthetic concept of the receiving is not a finished product [10]. On the contrary, it is a message that the recipient must explain. Without the recipient's participation, the meaning and value of the art message are only necessary. Therefore, on the one hand, the artist and the recipient work together." In the art world, artists use their artistic skills accordingly. However, no matter how extraordinary the artist's skills and artistic thinking are, he can use his experience to perfect his art. He has to face the society and the public. He must express himself through certain media in order to gain recognition or sympathy, as well as the exchange and communication between the artist and the audience to understand each other. Therefore, creating art is to create contact with the audience [11].

In terms of technology, most new media are based on electronic information technology. Mobile data communication technology and Internet technology are direct and universal interpersonal communication in terms of communication. It can transform the communication between people from reality to virtual. New media is also called new digital media. The purpose of so-called digitization is to convert relatively simple numbers, images, text, or audio data into the simplest numbers; create a digital model [12]; and then convert the digital model into code. It is usually binary, and finally, these binary codes are invisible transcoded through computer technology, which basically completes the digital transformation. The application of new media technology has led to the transfer of rights to the media. This has greatly reduced the standards and channels for disseminating information. Newspapers, portals, and other professional news organizations will no longer monopolize the source of news, and the main body of dissemination is no longer just newspaper editors and reporters. In the real world, anyone who uses new media can become a publisher [13], and the public spreads what is happening around them. Current mental state and opinions and views on information are provided through new

media tools such as computers or mobile devices. These undoubtedly increase the public's participation in information dissemination. Change the original static mode, and the main release content is limited to specific people or organizations [14].

2.2. Digital Painting Media Art. The rapid development of computer technology has created conditions for the creation of digital art, which has many artistic uses. It includes applications for the production of dynamic 3D artworks, 2D images, and movie animations and special effects [15]. There are many digital artworks with realistic painting effects. Some scholars call these "computer art," "digital art," or "digital painting art." The petroglyphs used to record hunting activities and depict animal forms in primitive times have the function of recording and communication. When entering the era of slave society, with rich painting styles and painting styles, silk paintings and bronze decorative paintings became tools for disseminating ethical information such as emperors and loyalists. After the feudal society, the dissemination function of painting was strengthened [16], and the main body of dissemination was transferred from the government to the public. Topics such as agriculture and entertainment that reflect the lives of the masses in the content of exchanges are also increasingly appearing in the paintings. Drawings have been an effective medium for spreading information from ancient times to the present [17]. The visual language as a medium of artistic expression of painting is the schematic diagram of painting art. Graphic symbols in the creation of artistic painting can not only refer to the realistic reference objects in the artistic conception. It is also a beautiful image that can stimulate the viewer's inner thinking and emotional reaction to the art of painting in a specific artistic way. The first reason why art painting has a communication function lies in the communication function of its internal symbols. The evolution of human society is closely related to the development of information dissemination activities. As a symbol of the creative product of human society, it is a tool for humans to express their emotions. To exchange ideas and understand the world, humans can only communicate through symbols. In the real society, the communication between people is the process of the exchange of spiritual content. There is no way to communicate with the intangible spiritual content to complete the information exchange only through tangible or obvious substances and only people who understand the meaning. Under the influence of economic globalization, the design of media image of market globalization and technology globalization also shows an international trend. So how to balance the dynamic relationship is between famous national culture and world culture. This requires an allegorical design of multimedia images. Metaphors in multimedia pictures can reveal the elements and symbols of multimedia pictures in a way familiar to people's perceptions and concepts. If an appropriate metaphorical multimedia screen is designed on the multimedia screen to interpret the national culture, it will help to promote the inheritance and development of the national culture [18]. When using the multimedia screen, whether the user has a successful experience, the

important thing is whether the information in the multimedia screen is accepted in a way that conforms to the user's perception, that is, the expression and transmission of the multimedia screen. Whether it matches the learner's habitual thinking ability, as a metaphor for bridges and links, learners can better understand the information on multimedia screens. "Multimedia lesson interface metaphor is to compare interface architecture and methods based on learners' past perceptions," said Xu Huaping. "Interactive" learners' past knowledge and experience are the foundation. The multimedia screen architecture and the way it interacts are the key in the design of scientific fables that constitute the symbol system or interactive method of the multimedia screen. Students will have a successful experience through the use of multimedia screens [19].

With the rapid development of information technology, people's aesthetic ability has also been greatly improved. Compared with traditional animation design, people are very willing to accept and like digital animation design. The main reason for this is that digital media art can use its own advantages to improve the dynamic effects of animation design. The designer should make the animation design more innovative and dynamic and make the animation design under the digital media format more in line with the aesthetic needs of modern people. The development of technology and communication changes will inevitably lead to the transformation of culture and aesthetic thinking, and the freedom, openness, and postmodernity of the digital media context gradually evolve and strengthen the expression of video art to deal with destruction and reconstruction. It also expands the aesthetic dimension of the public's sight as an aesthetic object. The original value of video art is to provide people with specific auditory and visual fields. By separating them is from the constant stimulation of hearing and vision in normal life experiences [20]. To achieve spiritual beauty experience, the boundaries of traditional aesthetic concepts from form to content and from aesthetics to objects are clear, whether it is a movie shown in a movie theater or a TV show on a TV channel. The traditional closed and inaccessible screen separates the world of visual beauty from reality. Visual art is considered different from everyday life. The aesthetic experience is also a serious, meticulous, analytical, and meaningful "spiritual aesthetic."

2.3. Algorithms for Artistic Analysis of Digital Painting Media Based on Wireless Networks. In the era of text media, irreplaceable media images have become clearer. In many new art media, artists particularly like to apply advanced image stitching technology to the shape and structure of the external walls of art exhibition halls [21]. At this time, the media will produce images. There will also be many algorithms, as follows:

$$\begin{aligned}
 A_N(n^3) &= \text{cpu}(n^2) - \sum_{n \in N-1} \text{cpu}(n+1), \\
 A_l(L^2) &= \text{bw}(l^3) - \sum_{\forall m=2} \text{bw}(l_{n-1}), \\
 A_p(p^s) &= \min_{l \in p^2} A_l(L^s).
 \end{aligned} \tag{1}$$

Today's digital paintings also respect the exhibition nature of the works. But the display medium is not limited to its intended material. Digital painting is created in a virtual platform. It is copied indefinitely and nondestructively in the media. Xinxing is in the era of digital copying. "This kind of impression value is not very popular with viewers" [22]. Therefore, after calculating with virtual technology, we can get

$$L(l^2) = \frac{d_i(l^2) \text{cpu}(n^s(i)) + d}{(d_i(l^2) + d_j(j))},$$

$$\forall_{n \in 1} \text{map}(n): n^2 \longrightarrow n^s, \quad (2)$$

$$\text{cpu}(n^v) \leq A_N(\text{map}^n(n^v)),$$

$$\text{dis}(\text{loc}(n^v), \text{loc}(n^2)) \leq D.$$

Because painting technology hits the audience's "use" value in the virtual world, coupled with the production method, through the connection and interaction of new forms of art media, it causes harassment and becomes "worthless", and the centrality between them calculates the number of times that a node is the shortest path bridge between two other nodes [23], as follows:

$$\text{bw}(l^m) \leq A_p(\text{map}^l(l))^{1/2},$$

$$\text{Revenue}(G^v) = \alpha \sum_{l=1} \text{bw}(l^v) + \beta \sum_{n \in N} \text{cpu}(n^v),$$

$$\text{Cost}(\text{map}(G^v)) = \alpha \sum_{l=1} \text{hop}(l^v) \text{bw}(l^v) + \beta \sum_{n+1} \text{cpu}(n^2), \quad (3)$$

$$\frac{R}{C} = \frac{\text{revenue}(G^v)}{\text{cost}(\text{map}(G^v))}.$$

Compared with traditional painting, the internal definition of digital painting has undergone a qualitative change in the "reciprocal form and common object" of digital painting: it is the object of hobbies or entertainment, that is, the source and object of its creation [24]. As a communication tool and the basis for creating new commercial value and commercial value, it is the interaction between creators and works. The interaction between the audience and the interaction between the creator of the work and the audience and even the interaction between work and work, diversity, chords, anonymity, centrality, and its form contribute to the "participation value" of digital painting. A node with a high degree has many connections, and a node with a high intensity has a strong connection. The nodes with high proximity are on average closer to other nodes in the network [25].

$$\gamma = \lim_{T \rightarrow \sigma} \frac{\sum_{t=0}^T \text{VNR}^m}{\sum_{t=0}^T \text{VNR}},$$

$$D(n(i)) = \text{dgr}(n(i)), \quad (4)$$

$$S(n(i)) = \sum_{l \in 1} \text{bw}(l),$$

$$C(n(i)) = \frac{1}{\sum_{j=1}^N \text{sp}(n(i), n(j))}.$$

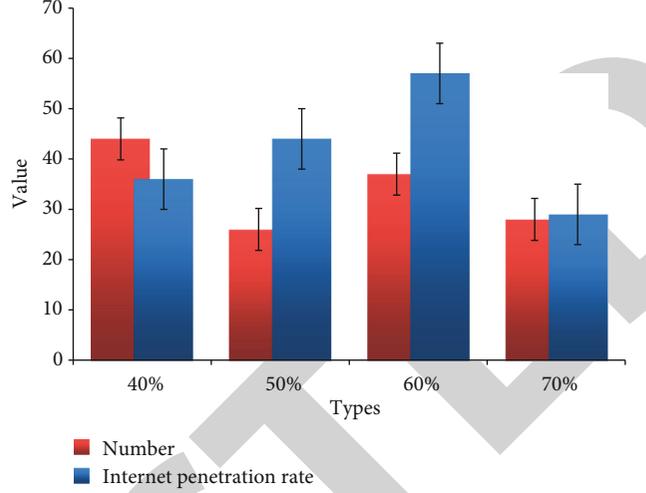


FIGURE 1: Wi-Fi penetration rate.

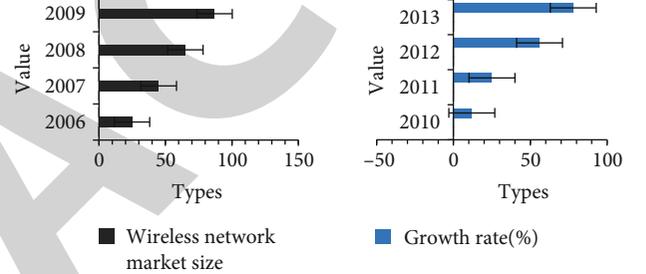


FIGURE 2: Internet market growth rate.



Painting art under wireless network technology



Oil painting art under the processing of digital media technology

FIGURE 3: The artistic value of the media.

3. Experiments on the Artistic Analysis of Digital Painting Media Based on Wireless Networks

New media has joined the field of art, and the choice of new media for artistic creation is a sign of the renewal of artistic creation methods. New media undoubtedly brings the possibility of developing new art, and these new developments may include computer graphics. It can be said to be computer interactive media, digital video, movie animation, network art, laser art, holographic imaging, robotics, virtual reality, electronic music, biotechnology, genetic technology, and so on. It can be said that new media art is the art of

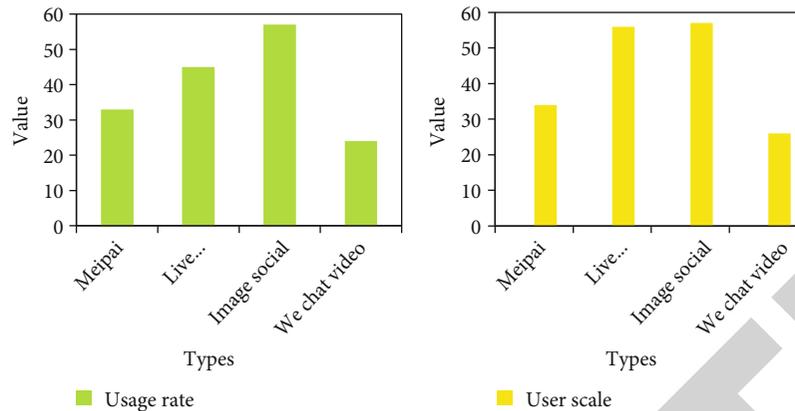


FIGURE 4: Video user scale.

interacting, using, and understanding these technologies between artists and audiences [26]. As you can see, new media technology is a great way to expand art. Nowadays, more and more artists are beginning to communicate with new media.

3.1. Experimental Description and Experimental Procedures.

Digital media art is an art form that uses digital technology and modern media art. It combines human rational thinking and artistic perception [27]. Compared with other art forms, the biggest feature of digital media art is the digitization of the creative process and expression form, which basically eliminates manual production. Since the late 1990s, digital media art has been frequently used on the historical stage. It has ideological connotation and new audiovisual language. This has had a transformative impact on the existing human art. Digital media art is a product of the combination of technology and art under the background of the development of the information age. Therefore, digital media art resonates between science and art, which not only amplifies the creativity of human art [28, 29]. It also adds the unique charm of digital media. With the support of new media, digital media art has produced a special sense of immersion, interaction, and other characteristics that generally surpass traditional art forms. Digital media art uses a computer platform. And everything related to it is done on a computer platform. The continuous integration and development of digital media platforms and computer technology have had a huge impact on the development of digital media art [30]. It has also changed the production methods of animation art. Two-dimensional animation technology and three-dimensional animation technology have replaced traditional animation production methods. It has become a new way of making animation today. The development of art has always been closely related to the development of science and technology. At the end of the century, information exchange technology and innovative consciousness jointly promoted the integration of global network tools and network communications. People have created a new audiovisual language. By connecting and surpassing a series of traditional cultures and ideologies such as society, system, experience, and thought, the use of these advanced technologies is the main

tool and application in artistic practice. As a result, a new media art form was born, and electronic video media has begun to penetrate all aspects of social life. The first generation of young media artists accepted the political ideology that changed mass television culture and began to use video equipment to produce experimental images in various formats [31]. Photography, television, and even film and television have changed from popular culture to the medium of popular art creation.

3.2. Sample Collection for Experiment.

With the development of new media today, digital news media has gradually replaced traditional media and has gradually become a basic information release platform. In current designs, people increasingly rely on the visual information presented by images. People seek to express and receive not only information but also a higher level of spiritual nourishment. In this article, we are talking about the important role of hand-drawn illustrations in the media. As one of the important illustrations in the new era, hand-drawn painting attracts unique and dynamic characteristics. To a certain extent, people's eyes have quietly conveyed the idea of their unique values [32, 33]. The study of media change art on the transformation of video art is no different from the development of media. Digital media is included in the context of new media. Therefore, we must first distinguish the concept of new media. The expansion of new media is very wide. If the new media is set on the axis of history as long as it develops over time, the newly produced media that did not exist in the old era are called "new" media. Here is a concept related to the "old" concept. From this perspective, the print media is new to the spoken media. Compared with print media [34], broadcasting is a new media. Compared with movies, television can be called a new medium. If the definition of new media is based on an era full of "present" connotations, then new media can only refer to media that have just emerged. Defining new media from these two levels obviously has many limitations and is full of many uncertainties. From the era of traditional media to the era of digital media, among many uncertain factors, video art illustrates the changing nature of the times in terms of technology [35], expression, and presentation. The visual

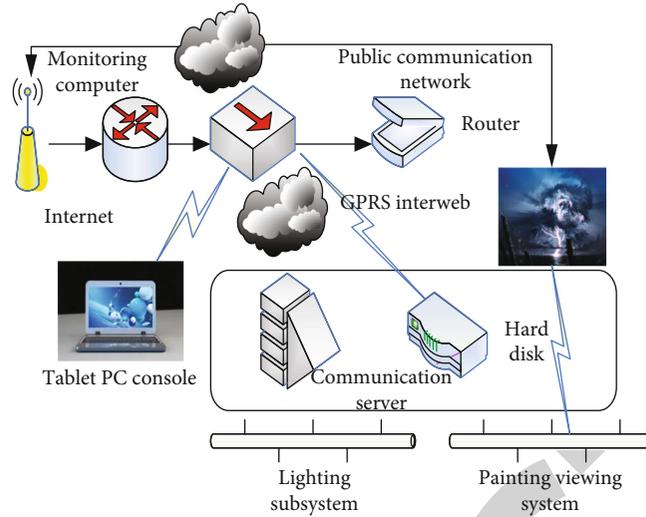


FIGURE 5: Development and update of video art.

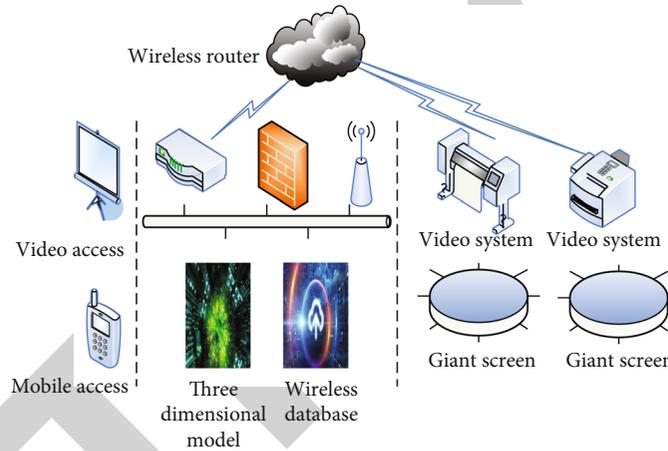


FIGURE 6: Image visual arts.

aesthetic transformation has become one of the most subtle links in the media transformation [36, 37]. It reflects the profound dimensions of spirit, culture, self, and society. Looking at options and changing thinking lost the ability to discern in the era of traditional media. Comparison with the grand and clear narrative style is in traditional video art. The video art in the process of digital communication is full of contradictions. The unprecedented prosperity of material and the disintegration of spiritual culture have been highlighted. At the same time, the aesthetic personality is fully promoted, and the traditional concept is subverted. The concept of public video art also shows the aesthetic aspect of the conference [38, 39].

3.3. Experimental Results and Data Analysis. According to the data report published by China’s Internet Information Center, the number and frequency of wireless network usage are constantly increasing, as shown in Figure 1.

Due to the development of science and technology, mobile media and network media based on Internet technology are developing faster and faster as mass media and have

TABLE 1: The development of the image age.

Film image	254	Postproduction	466
Digital mastering	154	Digital technology	523
Material	325	Correction process	145
Video art	405	Digital painting medium	369

gradually become important media to promote the development of information technology and the dissemination of commercial activities and entertainment activities, as shown in Figure 2.

The value of art is increasingly used in the media field, and sound, light, and shadow are indispensable. In this era of horizontal unification of art, we are fortunate to be able to appreciate many great works of art in various forms. In science and technology, people are more and more aware of the infinite attractiveness of interactive art brought to people. Among them, illustration, as an important form of expression, is getting more and more attention, as shown in Figure 3.

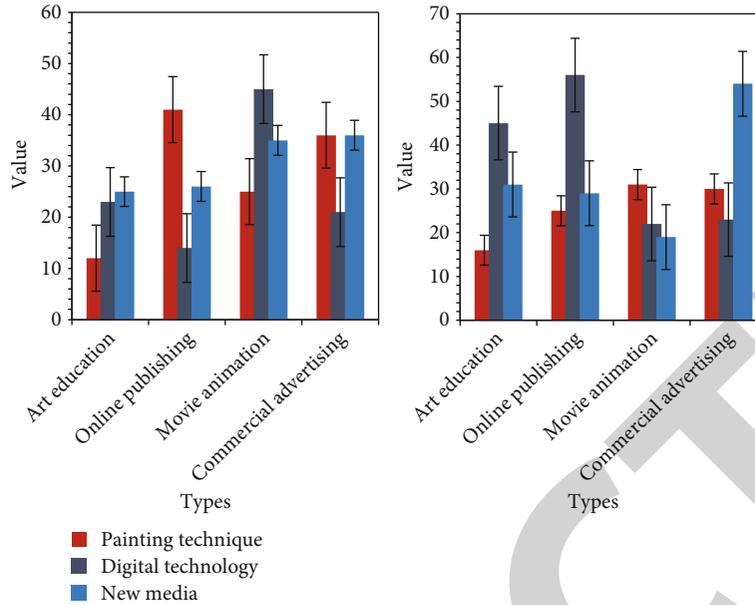


FIGURE 7: Utilization rate of painting by industry.

With the advent of the intelligent age, people can become creators of images and painting art. This shows that people are gradually building a way of thinking and living habits centered on digital media, as shown in Figure 4.

When we look back at the long history of the evolution and development of video art, we can save the mediocrity of any art form, and this mediocrity is the key to opening the art treasure house. With the continuous development of technology, the method of displaying video art continues to innovate, as shown in Figure 5.

Every new technology seems to cater to certain experiences that people could not get before. In video art, visual experience is most directly related to human sensory experience. From several surveys, since Edison's three-dimensional model can only be viewed by one person, media technology has enriched people's visual experience. Personalize your living room style with movie projectors that many people can watch in public places. From small screen to giant screen, people's visual experience in the virtual world is constantly upgrading, as shown in Figure 6.

Digital painting art, the upgrading of visual experience in traditional visual art, is based on the real world and is purely "visual." It expands the application of "experience upgrade" and new digital technologies in image art to create a brand-new sensory experience, as shown in Table 1.

Under the new media technology, the development trend of painting art is getting better and better, supported by new media technologies such as network printing in our country. The industries of commercial advertising, animation, film, game, film, art education, etc. can provide good digital painting, as shown in Figure 7.

To explore the characteristics and charm of digital painting in a variety of new art media, it is necessary to conduct an in-depth comparison and analysis with traditional easel painting in terms of aesthetic trends. Create skills, communication media, and artistic value, and try to analyze the dig-

TABLE 2: Value in the age of digital simulation.

	Number	Trend	Percentage in art
Aesthetic tendency	6541	542	56%
Creative skills	2365	365	78%
Art value	4559	487	64%

ital painting art under the new media and the future development trend of China. Analyze the artistic and commercial value of the digital simulation era, as shown in Table 2.

With the advent of the digital age, the study of digital culture and digital art has become the leading education of its era. New media art, which has been growing and developing over the centuries, has begun to enter new brands. The digital art stage is undergoing rapid development and rapid changes in the creation of digital art during this period. New mature media art forms are beginning to appear, such as virtual reality, online games, and online media. Sports art, digital animation, art, interactive art, etc. have opened up the world of traditional human art. A new branch started an unprecedented artistic revolution, as shown in Figure 8.

The study of mixed pure fractions is purely a product of mathematics. The infinite image generated by the algorithm calculated by the computer through the data formula is only partially enlarged. When the area is expanded to the color space, these spaces will become these beautiful art forms. This art form is called "fractal art." Fractal art is presented to people in the latest art form and makes people realize that this kind of art is like traditional painting art. And it is more harmonious and symmetrical than traditional painting art, as shown in Figure 9.

Although computer technology truly imitates the appearance of traditional painting and provides ease and speed that traditional painting has difficulty achieving, it is

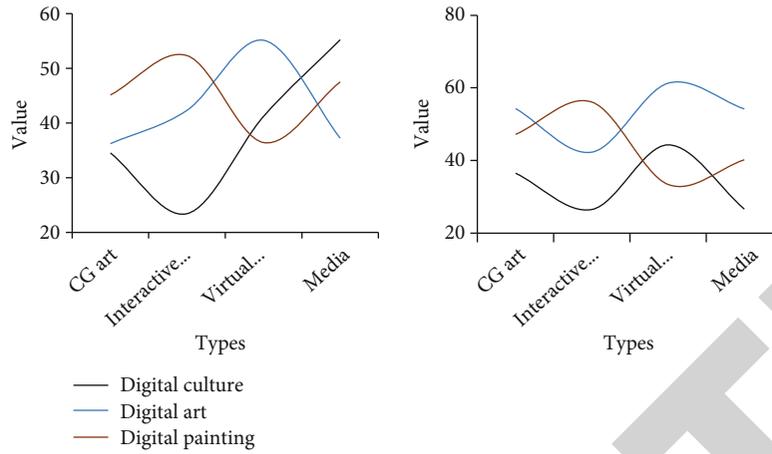


FIGURE 8: New media art form.

The specific drawing method of fractal art

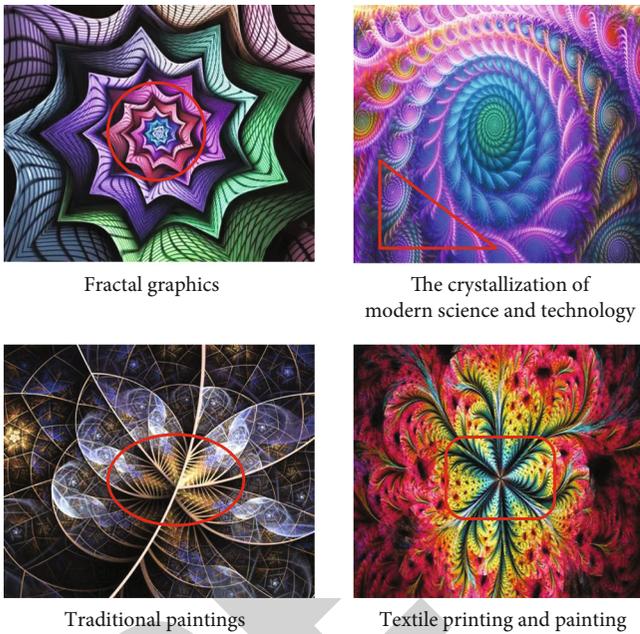


FIGURE 9: Fractal art.

TABLE 3: The visual form characteristics of painting.

	Traditional painting	Painting materials	Art exterior
Practice technology	45	6987	50%
Chinese painting	65	5784	61%
Visual experience	32	4569	73%

difficult for creators to enter a state of selfless, happy, and free creation. According to the experimental results, the proportions of digital media art materials in practical technology, visual experience, and Chinese painting are 50%, 61%, and 73%, respectively, as shown in Table 3.

TABLE 4: The development of new media technology.

Function	Interactivity	Immediacy	Popularization
Digital media	26	45	39
Mobile data communication technology	254	368	749
Emerging media	65	44	71

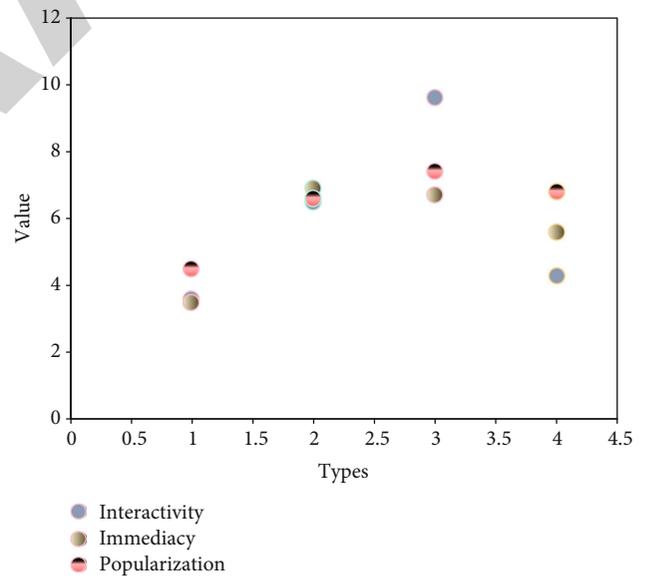


FIGURE 10: The development of new media technology.

The emergence of digital painting is the inevitable development of the times and history. New media is an indispensable platform for creating painting art, which greatly enhances and expands the art of painting. At present, there is still a gap between my country's digital painting art and Western countries. The development of digital painting also requires many new experts, not just the legacy of traditional painting. It not only requires advanced artistic achievements

TABLE 5: Simulation comparison algorithm.

NE-DCB	Algorithm description	Greedy algorithm	Mapping algorithm
G-SP	456	541	6544
CL	478	458	9874
NE-D	328	569	4785

but also needs to understand new media technology, be familiar with computers and technology, and also curious about new things, as shown in Table 4 and Figure 10.

The evaluation criteria used in this article involve many algorithms, such as NE-DCB, and G-SP, as shown in Table 5.

4. Discussion

The full integration of art and technology allows the core content of digital media art to be presented to the audience with more complete functions. The continuous development of digital technology has promoted the development and progress of digital media art. Therefore, the style of animation design has been fully improved and innovated. And it adds vitality and upgrades to the animation design. Therefore, the full integration of digital media art and animation design has become an indispensable means of developing animation design. Because the digital media is a product of the modern information technology era, therefore, digital media formats are diverse. This is inseparable from the advocacy of technology. At this stage, digital media can be divided into five main forms: transmission media, display media, sensory media, storage media, and performance media. In order to have an in-depth understanding and mastering of effective digital media usage strategies, participants should have an in-depth understanding of the five media formats and make better use of digital media art.

Digital media art can effectively change the design style of traditional animation. And the perfect integration of sound and image makes the animation design change from a single image format to a more diversified animation format, and the animation design is also more diversified. In the current animation design, many modern popular elements can be added to the animation design through digital media. It is not only more interesting, but it can also attract people's attention, such as the use of color in animation design. Digital media art can effectively replace the traditional monotonous black and white color scheme. But the rich colors are cleverly blended together, making the animation design screen more colorful and beautiful. At the same time, in digital animation design, scenes and soundtracks can be more replaceable, which highlights the role and influence of digital media formats on animation design.

With the development of new digital media technology, science and technology are changing our way of life in all aspects. They ushered in a new era of technological trends characterized by digitization and modernization. New media

technologies that are constantly changing and evolving make it easier for people to obtain information in an unprecedented way. The media age dominated by digital technology is called the new media age. The advancement of new media technology has had an all-round impact. It is not just food, clothing, housing, and transportation. And people's lifestyles have also quietly brought about visual changes, a brand-new way of visual communication, marking the arrival of a new era of visual reading and affecting people's aesthetic inclination in visual art.

5. Conclusion

With the continuous development of economy, society, and science and technology, people's living standards and quality have greatly improved. And digital media art not only promotes economic growth, but it also significantly improves people's data transmission speed. Under the influence of digital media art, the mode of communication through media such as movies, TV, books, newspapers, and periodicals has all changed. Digital media formats are also getting more and more attention. Therefore, the animation design is more complete. Designers should combine animation design with digital media art to promote the development of animation design. Digital painting is a new situation different from traditional painting. Although this is not a new and independent drawing method at this stage, its multidimensionality, dynamics, popularity, and interaction make it a convenient way of artistic creation. The future development of digital culture should not only be limited to imitating the visual language of traditional painting but should also explore broader development areas.

Data Availability

No data were used to support this study.

Conflicts of Interest

There is no potential conflict of interest in this study.

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