

**APPLICATION OF 2D RIGGING TECHNIQUES IN SHORT FILM
"MOONKEEPER"**

UNDERGRADUATED THESIS



arranged by

Muhammad Zaky firdaus

13.62.0006

**DEGREE PROGRAM
STUDY PROGRAM INFORMATION SYSTEM
COMPUTER SCIENCE FACULTY
AMIKOM UNIVERSITY YOGYAKARTA
YOGYAKARTA 2020**

**APPLICATION OF 2D RIGGING TECHNIQUES IN SHORT FILM
"MOONKEEPER"**

To fulfill most of the requirements of
attaining a bachelor's degree
In the Information Systems Study Program

UNDERGRADUATED THESIS



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APPROVAL

UNDERGRADUATE THESIS

**APPLICATION OF 2D RIGGING TECHNIQUES IN SHORT FILM
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Prepared and arranged by

Muhammad Zaky Firdaus

13.62.0006

Was approved by undergraduate thesis supervisor

at March 15, 2017

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LEGALIZATION

UNDERGRADUATE THESIS

**APPLICATION OF 2D RIGGING TECHNIQUES IN SHORT FILM
"MOONKEEPER"**

Prepared and submitted by
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has been maintained in front of board of examiners
at February 17, 2020

Composition of the board examiners

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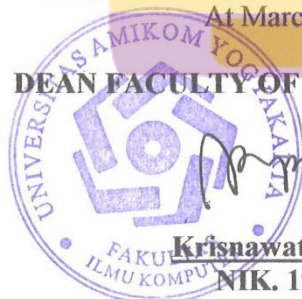
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This undergraduate thesis has been accepted as one of
Requirements for obtaining computer degree
At March 10, 2020

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STATEMENT

I, the undersigned, declare that this thesis is my own work (ORIGINAL), and the contents of this thesis have not been submitted by anyone else to obtain an academic degree at any higher education institution, and to the best of my knowledge works or opinions that have been written and / or published by others, except those in writing referred to in this text and mentioned in the bibliography.

Everything related to the manuscript and works that have been made is my personal responsibility.

Yogyakarta, 10 March 2020

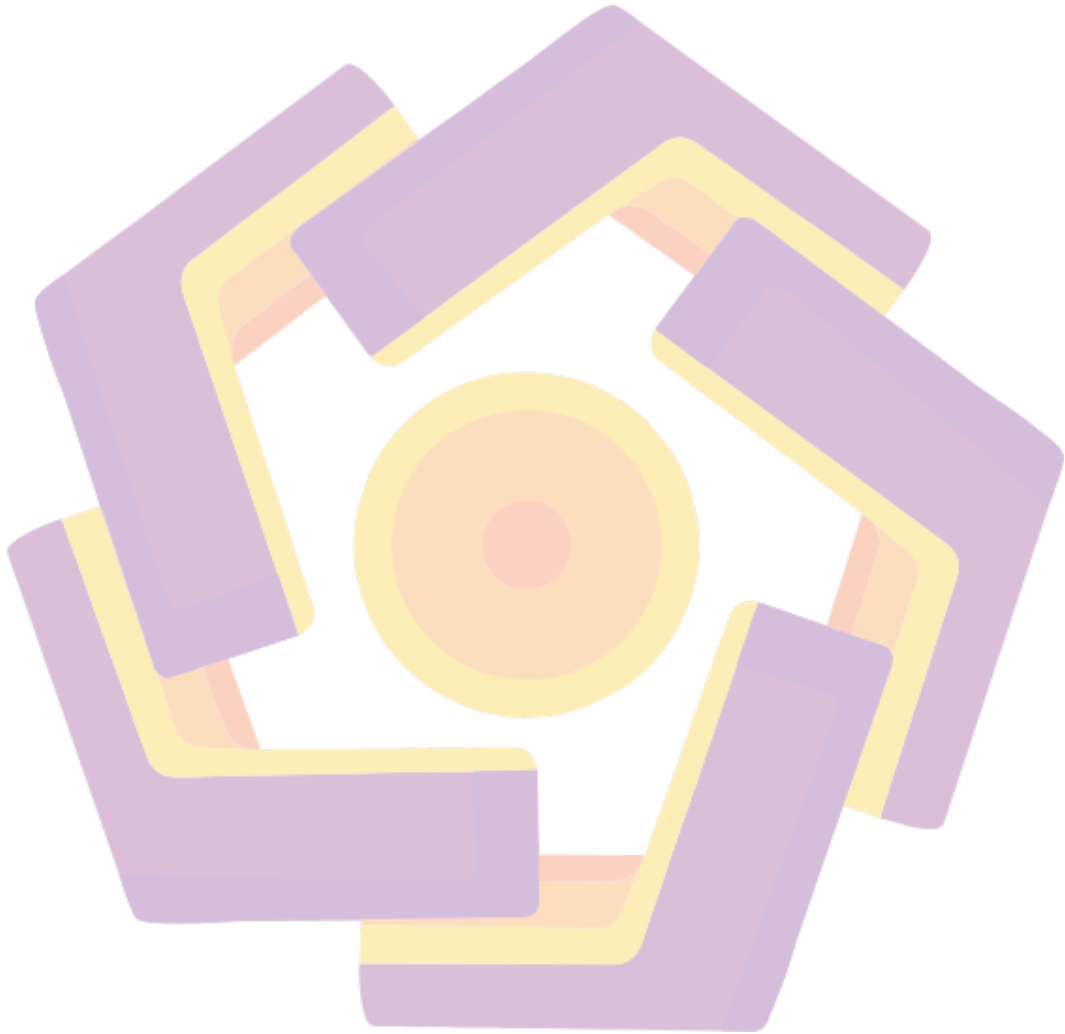


Muhammad Zaky Firdaus

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MOTTO

” me is mine ”



OFFERINGS

Alhamdulillah, Praise me for the presence of Allah SWT for the completion of this thesis, and this thesis I offer to:

1. Allah SWT who has given everything in completing this Thesis.
2. To my parents who have raised and supported me to this day, without them I would be nothing.
3. Mr. Tonny Hidayat as a supervisor who has patiently guided and assisted the writer in the preparation of the thesis.
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5. To AMIKOM UNIVERSITY, which is always here and has never moved.
6. To myself who have struggled even though I can still struggle even harder.
7. To the CGV cashier who always offered popcorn when I went to watch, even though I never bought popcorn.
8. To the photocopy service provider near AMIKOM who has simplified my thesis printing process.
9. To the Tambakboyo guard whose ticket is Rp. 2000 while I am here.

FOREWORD

Praise the authors pray to Allah SWT who has bestowed His mercy and guidance, so that the author can finish writing this thesis with the title: Application of 2D Rigging Technique in the Short Film "MOONKEEPER"

In making this thesis there are still many shortcomings and weaknesses. Therefore, the authors hope to all parties to be able to convey constructive criticism and suggestions to add to the perfection of this thesis, but the authors still hope this thesis will be useful for all parties who read it.



Yogyakarta, March 10, 2020

Author

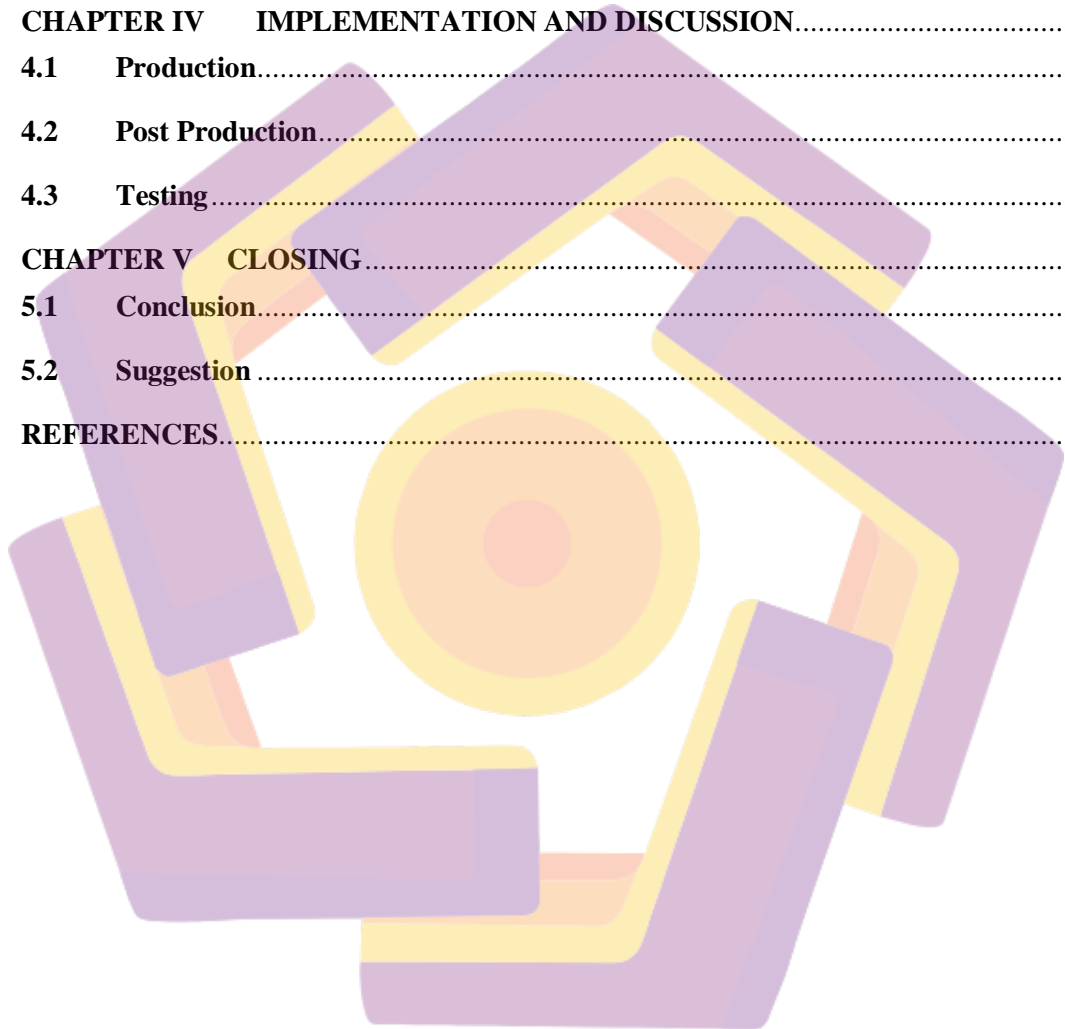
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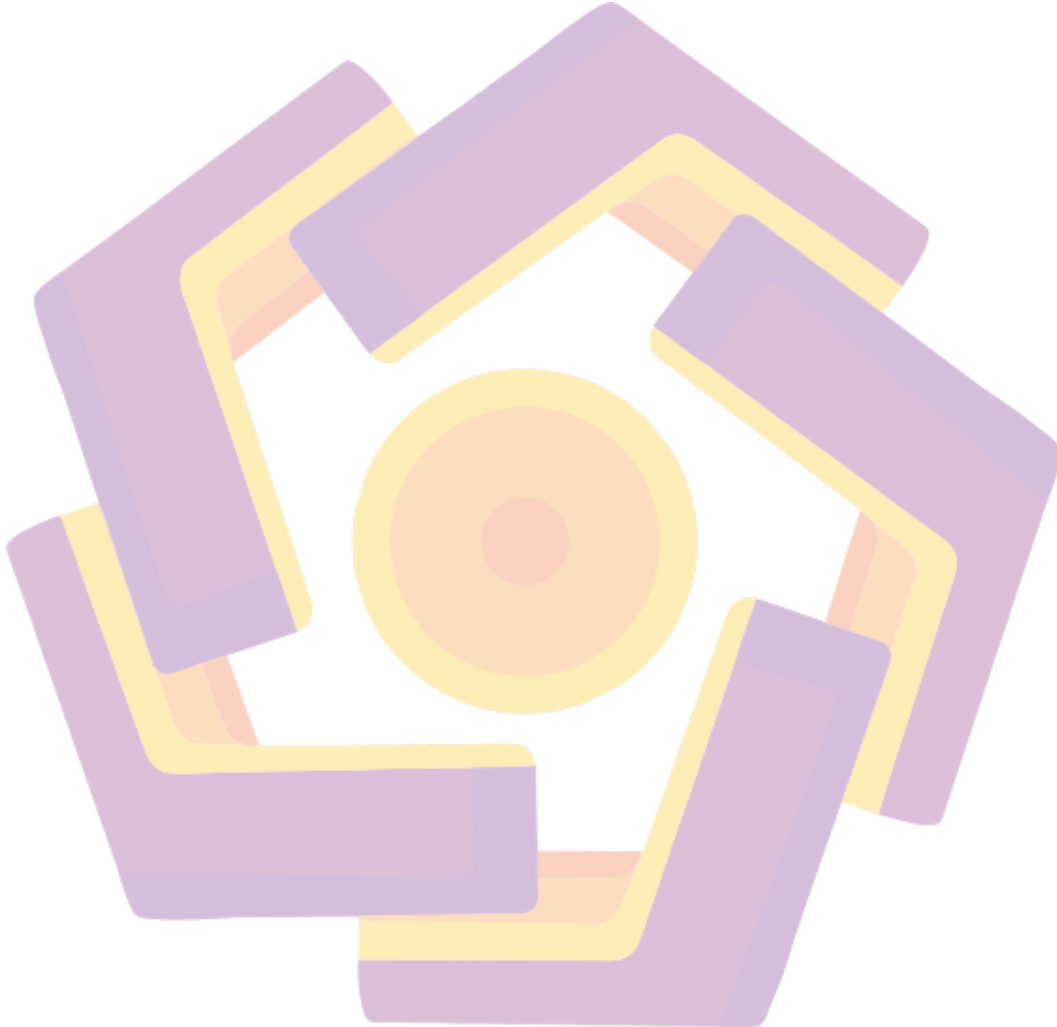
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ABSTRACT

Multimedia is one of the more advanced technological fields and animation is one of them. Animation is a series of images in the show rotate in sequence so as to cause the illusion of movement, in an animation there will be stories, ideas or ideas submitted. Simply animated consists of 2D and 3D animations.

2D animation is the creation of moving images in a two-dimensional environment. This is done by sequence of consecutive images, or "frames", which simulate motion by each image. 3D animation is an animated object that resides in 3D space. This animated object can be rotated and moved like a real object.

In 3D techniques have a process of rigging or repetition of the characters so that the characters can be hardened as desired animator. And now this process has been applied in 2D techniques so that making this type of animation easier and faster. In this paper the author makes a short animated film titled "Moon Keeper" with 2D rigging techniques for its manufacture, rigging techniques used are bind layer and bind point

Keywords: Animation, Film, Rigging, 2D

