

## CHAPTER V

### CLOSING

#### 5.1 Conclusion

From the formulation of the problems discussed in the previous chapters and the stage of making animated films with rigging techniques, the writer can draw conclusions, as follows:

1. Rigging techniques can be applied to 2D animation.
2. Project animation has reached the illusion of 3D.
3. Making animation is done using rigging techniques in the after effect with duik plugin with the reasons:
  - The rigging technique simplifies the animation process because it has a controller, but has a little difficulty in the reinforcement process which is quite a lot.
  - Rigging techniques can help achieve 3D illusions because they can reach 30fps without having to make 30 asset images.
  - Simplify the creation of 3D illusions on the head by using a 2D controller, for control during the animation process.
4. 3D illusion can be achieved with 4 points of animation, namely the animated object has 3 rotation angles, which are 45 °, 90 °, and 180 °. Animation must be 30 fps or more. The number of

frames that must be achieved in a rotating animation is 10-15 frames. And 1 additional point for making simple objects in order to facilitate 3D illusions.

## **5.2 Suggestion**

This animated film still has shortcomings, and can be developed further. For that there are a number of things that must be considered in making 2D animated films using rigging, including:

1. 3D illusions can be applied to all members of the character's body and are not limited to the head area.
2. Concepts, scripts, and storyboards must be really clear and mature to be easy when in the production phase.
3. Give a sign of motion in the background so that the animation can move more naturally.
4. Expression can be improved so that the visualization of the story can be conveyed properly.