

CHAPTER I INTRODUCTION

1.1 Background

Animation is a powerful medium that allows storytellers to bring their characters and stories to life in a unique and captivating way. The use of color in animation plays an important role in setting the mood and tone of a scene, and can even convey emotions and thoughts of the characters without the need for dialogue. [1]

In this thesis, we will be exploring the use of color in pre-production for the 2D animation story "Missed". The story follows the journey of an old man named Wojoalus, who helps heal an injured girl named Luati. However, when a young boy named Suronggeni witnesses Wojoalus with Luati, he misunderstands the situation and launches into a battle with the old man.

The aim of this thesis is to discuss how the use of color in pre-production can be used to convey the emotions and thoughts of the characters, as well as setting the mood and tone of the story. Additionally, we will analyze how the use of color can aid in conveying the message of the story, which is how misunderstanding can lead to unnecessary conflict.

The pre-production phase of animation is a crucial step in the creation of any animated project, and includes various stages such as character design, storyboard creation, and color design. In this thesis, we will be focusing specifically on the color design stage, where the color palette and mood of each scene is carefully considered.

By examining the color choices made in the pre-production phase of "Missed", we will gain insight into how color can be used to create a visual language that enhances the storytelling process. Through analyzing the use of color in different scenes, we can see how the emotions and thoughts of the characters are

conveyed, and how the tone and mood of the story is set.

Overall, this thesis aims to demonstrate the importance of color in pre-production for animation, and how it can be used to effectively convey the message and emotions of a story. Through the examination of "Missed", we hope to gain a deeper understanding of how color can be used as a powerful tool in the art of animati

1.2 Problem Formulation

Based on the background of the problem, the thesis aims to answer the following:

How can the use of color in pre-production aid in conveying the message of the story, which is how misunderstanding can lead to unnecessary conflict in "Missed"?

1.3 Problem Limitation

The limitations of this research problem are as follows:

1. This thesis will focus solely on the use of color in pre-production for the 2D animation story "Missed", and will not examine the use of color in other forms of animation or storytelling.
2. This research will not include an analysis of the sound or music design in "Missed", even though they can also play a crucial role in conveying the emotions and mood of the story.
3. This research assumes that the audience understands the basic principles of color theory, and does not aim to explain or educate on this topic.
4. The research will be limited to the analysis of the color design in the pre-production phase, and will not examine the technical aspects of color implementation during the animation process.
5. The research will be conducted privately via interviewing the supervisors of the project.

1.4 Research Objectives

The objective to be achieved by the researcher in his research is to produce clear and relevant findings regarding the use of color in pre-production for 2D animation storytelling. To achieve this overarching objective, the following specific objectives will be pursued:

1. To identify the key principles of color theory that are relevant to pre-production for 2D animation storytelling.
2. To analyze the use of color in "Missed" during the pre-production phase and how it contributes to conveying the emotions and thoughts of the characters, as well as setting the mood and tone of the story.
3. To evaluate how the use of color in pre-production can aid in conveying the message of the story, which is how misunderstanding can lead to unnecessary conflict in "Missed".
4. To provide recommendations for the use of color in pre-production for 2D animation storytelling based on the findings of the analysis.
5. To contribute to the existing body of knowledge on the use of color in pre-production for animation and inspire further research in this area.

1.5 Writing System

Chapter I: Introduction

- Background of the problem
- Problem formulation
- Research objectives
- Scope and limitations
- Significance of the study
- Definition of key terms

Chapter II: Literature Review

- Literature Review
- Principle of Animation
- Functional Requirements
- Non Functional Requirements
- Evaluation of theory

Chapter III: Analysis And Design

- Project Brief
- Requirement Analysis
- Functional Requirements
- Non Functional Requirements
- Character Design

Chapter IV: Analysis and Discussion

- Line, Shadow
- Color
- Finishing
- Evaluation

Chapter V: Conclusion

- Final thoughts and closing remarks

BIBLIOGRAPHY

ATTACHMENT