

**IMPLEMENTATION OF FRAME BY FRAME TECHNIQUE
ON 2D ANIMATION “A GIRL AND HER FISH”**

THESIS



Conducted By

Camila Arinta Azzahra

20.60.0087

To

**FACULTY OF COMPUTER SCIENCE
UNIVERSITY OF AMIKOM YOGYAKARTA
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yang disusun dan diajukan oleh

Camila Arinta Azzahra

20.60.0087

telah disetujui oleh Dosen Pembimbing Skripsi
pada tanggal 23 Agustus 2024

Dosen Pembimbing,



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NIK. 190302332

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Implementation of Frame by Frame Technique on 2D Animation “A Girl and Her Fish”

Dosen Pembimbing : **Muhammad Fairul Filza, M.Kom**

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Yogyakarta, 23 Agustus 2023

Yang Menyatakan,



Camila Arinta Azzahra

DEDICATION PAGE

The Author would like to thank The Almighty Allah SWT for His will and guidance, that had helped the Author to finish this thesis with the title *The Implementation of Frame by Frame Technique on 2D Animation “A Girl and Her Fish”* accordingly to finish the studies needed in Bachelor of Information and Technology in Faculty of Computer Science.

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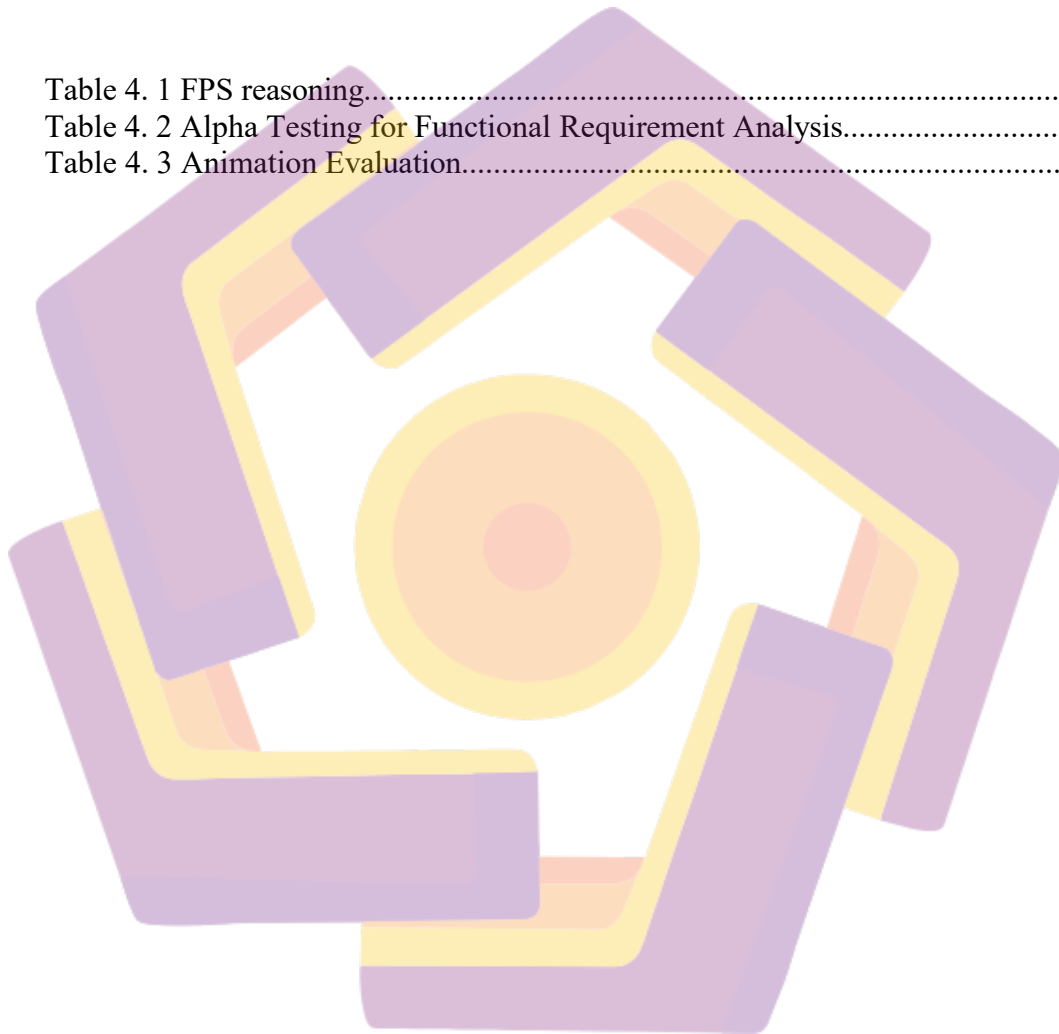
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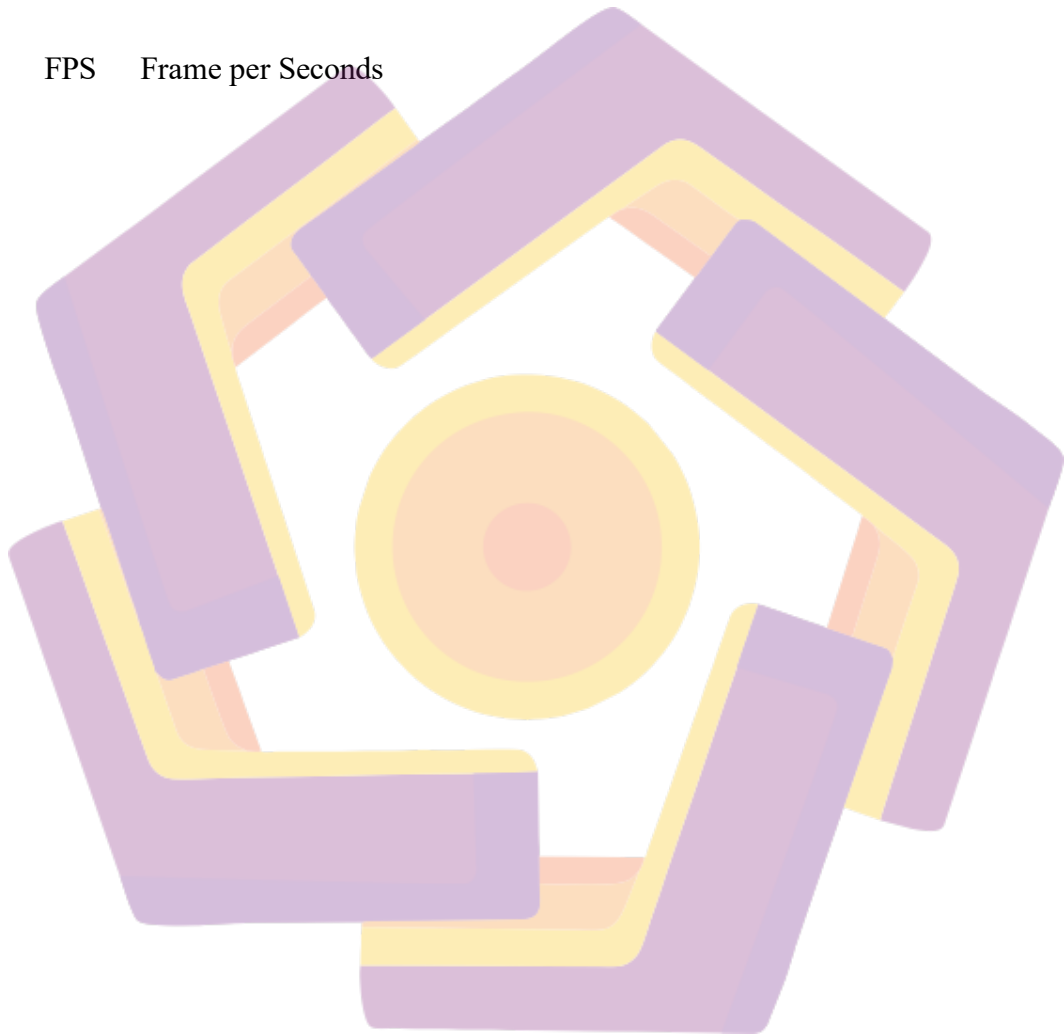


LIST OF ABBREVIATIONS

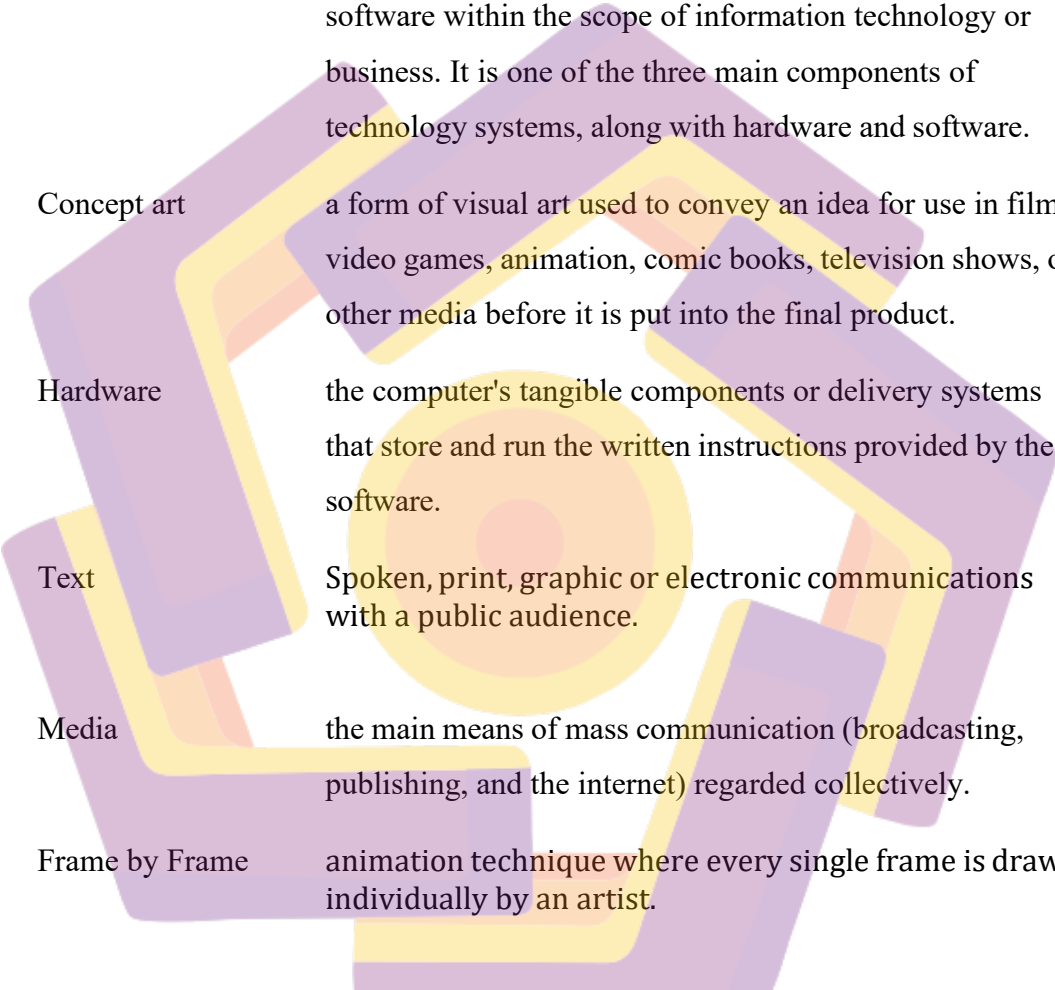
2D Two Dimension

3D Three Dimensional

FPS Frame per Seconds



GLOSSARY



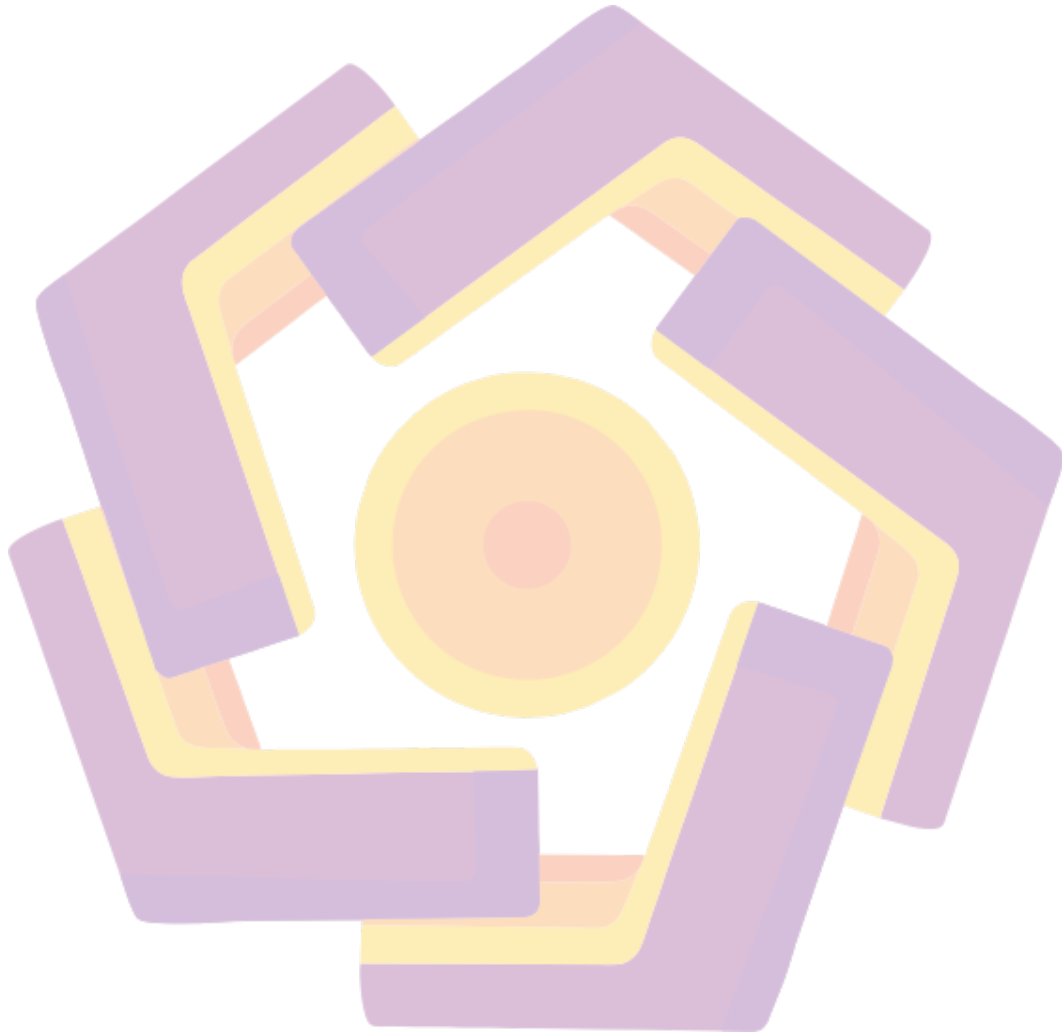
Sketch	a simple, rough drawing or design, done rapidly and without much detail.
Brainware	manages, operates, and optimizes the hardware and software within the scope of information technology or business. It is one of the three main components of technology systems, along with hardware and software.
Concept art	a form of visual art used to convey an idea for use in film, video games, animation, comic books, television shows, or other media before it is put into the final product.
Hardware	the computer's tangible components or delivery systems that store and run the written instructions provided by the software.
Text	Spoken, print, graphic or electronic communications with a public audience.
Media	the main means of mass communication (broadcasting, publishing, and the internet) regarded collectively.
Frame by Frame	animation technique where every single frame is drawn individually by an artist.
Straight Ahead	a method that uses only the first key pose of a character, and then continues drawing the character to create the desired motion.
Pose to Pose	creating key poses for characters and then inbetweening them in intermediate frames to make the character appear to move from one pose to the next.

Principles

a fundamental truth or proposition that serves as the foundation for a system of belief or behavior or for a chain of reasoning.

Stop Motion

a cinematographic technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.



INTISARI

Animasi 2D adalah urutan gambar dengan urutan tertentu sehingga gambar terlihat hidup. Animasi merupakan salah satu bentuk media komunikasi yang memiliki tujuan untuk menyampaikan pesan. Penulis tertarik untuk membuat sebuah film pendek yang berjudul “A Girl and Her Fish”. Bercerita tentang seorang gadis yang senang berbicara dengan ikan peliharaannya. Frame demi frame akan digunakan terutama untuk menangkap perasaan yang kontras antara sudut pandang gadis tersebut dengan sudut pandang ikan peliharaannya.

Perangkat lunak yang digunakan dalam pembuatan animasi ini adalah Procreate, dan tahap pengeditan akan menggunakan Procreate Dream, sebuah perangkat lunak yang mengutamakan pengeditan animasi dan suara. Jadi berbeda dengan program gambar Procreate yang biasa. Tujuan dari proyek akhir ini adalah untuk membuat animasi yang menampilkan sudut pandang yang berbeda dari sesuatu yang biasa dilakukan oleh para pemilik hewan peliharaan di seluruh dunia.

Kata kunci: Animasi 2D, Frame By Frame, Staging

ABSTRACT

2D Animation is an image sequence with specific order so the drawing looks alive. Animation is one of the forms of media communication, its intent includes in delivering a message. Writer has an interest in making a short movie called “A Girl and Her Fish”. It's about a girl who loves talking to her pet fish. Frame by frame will mainly be used to capture the contrasting feeling between the girl's point of view as opposed to her pet fish's point of view.

The software used in the making of the animation would be Procreate, and the editing stages would use Procreate Dream, a software with animation and sound editing as the main focus. So it is different from the usual Procreate the drawing program. The purpose of this final project is to make an animation that showcases a different perspective of something mundane that pet owners around the world like to do.

Keyword: *2D Animation, Frame By Frame, Staging*

