

CHAPTER I

INTRODUCTION

a. Background

In animation making, we can visualize a scene based on an imaginative script. Like a talking animal more known as fable, or inanimate objects moving like a sentient being just like in *Beauty and the Beast*. 2D Animation was made according to the 12th Principles of Animations where these principles are there for a guideline in Animation making so the resulting film has a certain realistic feel to it as how it is in real life. In the making of a 2D animation film, it is necessary to determine which technique will be used. Different techniques will produce different end results. Animators need to analyze which technique will suit their script the best. There's a lot of different ways to make a 2D Animation and one of them is the Frame by Frame technique. The Frame by Frame technique is a technique made from many drawings or sketches arranged in such a way as to form a movement that looks alive.

Inside this research, there's a short 2D animation that tells the story about a girl who loves talking to her pet fish. This is intended for people who love talking to their pets. According to a survey in 2023 from Preply, an online language tutoring website, 84% of pet owners in America regularly converse with their pets like they were people.

In the 2D short animation "A Girl and Her Fish", we can see how the girl loves telling her pet fish all sorts of her worries, fear, and other daily mundane things.

Whether the fish understood her or not is the question the girl has been ignoring, but here in the story we could take a look at the fish side of the conversation and in this case, the view of the fish from inside the fishbowl. It gives a contrasting feel of what the girl is feeling as opposed to what the fish sees from its fishbowl.

In this research, the Frame by Frame technique is a technique that suits the concept of the story, it is a series of different images compiled into one. In the making of animations using this technique, every movement that changes whether it changes direction, location, or shape is inserted in each one frame sequentially. the number of frames determine whether or not the resulting movement is smooth. Moreover, the application of the 12 Principles of 2D Animation will make the animation look alive even with imaginary scenes, it can also visualize the story and the characters really well compared to live action. For example, the fish's movement or expression, and the goofy point of view of the fish.

Based on the background above, the writer chooses Frame by Frame Technique because this technique is able to visualize the concept art and story like what the writer intended it to be, and also to analyze how the Frame by Frame technique works for the short 2D animation "A Girl and Her Fish".

b. Problem Formulation

Based on the background above, a problem can be found namely: "How to design and create 2D animation "A Girl and Her Fish" by using Frame by Frame technique?"

c. Problem Limitation

The problem restrictions in this research are as follows:

1. This research focuses on the Frame by Frame technique.
2. Making 2D animation using Procreate on Ipad with a frame rate of 15 fps.
3. The style used in the animation would be a semi cartoon
4. The total duration of the 2D animation movie is 2 minutes.
5. File format .mp4 with 1080p resolution.

d. Research Objectives

The aims and objectives to be achieved from the preparation of this research are:

1. Fulfill the requirements to complete the education of the undergraduate study program Information and Technology at AMIKOM University Yogyakarta.
2. Apply the information about animation that has been taught during my education at AMIKOM University Yogyakarta.
3. Provide an explanation of the design and creation of the animation and be a useful information study.

e. Benefits of Research

The benefits to be achieved in this research are:

1. Providing further knowledge and understanding of making 2D animation using Frame by Frame Technique.

2. Showing the work of the animated short film "A Girl and Her Fish" by implementing the Frame by Frame Technique.

f. Research Method

The development methodology of 2D animation "A Girl and Her Fish" is described as follows:

g. 1.6.1 Data Retrieval Method

This method is done by using existing facilities such as the internet and journals to get information related to 2D animation, especially the Frame by Frame technique.

1.6.2 Observation Method

It is a data collection method by observing several 2D animation movies that can be used as references, as well as making observations on the environment so that the animation made looks natural.

1.6.3 Analysis Method

The analysis method is used to collect data and information related to the needs in the process of making an animated movie and the techniques that can be applied.

1.6.4 Production Method

Furthermore, after everything obtained from the analysis process is collected, the design stage is carried out which adapts from the pre-production process.

h. 1.7 Systematization of Writing

In this research, the writing is presented in five chapters with the following systematics discussion as follows:

CHAPTER I INTRODUCTION

This chapter contains the background of the problem, problem formulation, problem limitation, research aims and objectives, research benefits, research methods and systematics of research. research systematics.

CHAPTER II THEORETICAL BASIS

This chapter contains problem-solving theories that are related and used to support the writing of this research.

CHAPTER III RESEARCH METHOD

This chapter contains the flow of system planning and specifications of the tools used.

CHAPTER IV DISCUSSION

This chapter contains the implementation, production stages, and results of this research.

CHAPTER V CLOSING

This chapter contains the author's conclusions and suggestions for developing animation techniques.

LITERATURE LIST

In this section will be presented about the sources of literature used in writing this research.

