

CHAPTER I INTRODUCTION

1.1 Background

Animation can be defined into three things: The act of animating or the state of being animate or animated, animated cartoon and the preparation of animation cartoon. It describes animation as moving images from drawings that are photographed or generated by a computer to achieve an illusion. There are many other opinions of what exactly defines animation, such as animation involves giving lifelike motion to inanimate objects and animation being an application of motion to inanimate objects, creating a vision of motion. There are several techniques in making an animation, one of which is the *cut-out* animation technique. *Cut-out* animation is a two-dimensional form of stop-motion animation that involves the manipulation of characters that have been constructed from 'cut-out' pieces of paper. It is an animation technique that has its own unique aesthetic and encompasses a remarkable history, having played a very important role from the very beginnings of cinematic animation. It has been translated into several digital animated series, most notably the South Park series [1].

Cut-out animation is one of the oldest and simplified animation techniques therefore having many forms and variations. The name implies it being an actual *cut-out* of drawings into different pieces arranged and manipulated to make an illusion of movement. In other words, *cut-out* animation is an animation technique that combines multiple pieces of an image according to its intended shapes and strategically moves it around so that it looks alive. Character body parts such as heads, hands, feet, eyes and mouths are cut and altered to create the illusion of a lifelike range of movement. Cut out animation is one of the oldest forms of animation techniques that moves characters and background assets to tell a story.

The 2D animated film "Childhood Cookery" implemented this animation technique for a few reasons, for instance the usage of *cut-out* animation is cost-effective and versatile. The assets made can be reused for future projects which means it can assure

the longevity of the animation series. In this animation film, it has multiple scenes that can use the same assets so animators can be more efficient with their time. The time-saving technique also allows more freedom in making an engaging, memorable and consistent aesthetic for the audience.

Based on the description above, the author created a 2D animated film with the title "Childhood Cookery" which aims to convey an entertaining and heart-touching story about the importance of following your heart and making peace with all the memories of the past.

1.2 Problem Formulation

Based on what has been stated, the formulation of the problem faced in this research is how to create the 2D animated film "Childhood Cookery" using the *cut-out* technique?

1.3 Scope of Research Problem

In making this 2D animated film the focus was on several problems. These problems include:

1. Creating a 2D animation that tells the story of a girl named Rania who wants to make peace with her past and return to pursuing the hobby she left behind, namely cooking.
2. This research will focus on the use of cut out animation techniques.
3. The animation parts that are done using the *cut-out* technique.
4. A 2D animation telling a short story.
5. The duration of the animation is no more than 6 minutes.
6. The target audience is people of all ages.
7. Evaluations regarding the story and animated visuals were carried out by viewers from the public through google form and comments from the author's personal YouTube account, while the technical aspects will be assessed by animators and multimedia experts.
8. The final result is a 5–6-minute video with mp4 format and 1280x720 pixel resolution for viewing via YouTube.

1.4 Research Purposes

The objective of this research is to explain the process of producing the animated film using the *cut-out* animation technique and to share the “Childhood Cookery” story to an audience.

1.5 Research Benefits

The benefits of this research are as follows:

1. For the author: can use this research as a means to apply the knowledge that has been learned during lectures and as one of the requirements for completing the Bachelor Degree Program (S1) Department of Information Technology in Amikom University.
2. For animators: to better learn the process of creating animation using cut out technique as well as reference material for future research related to this technique in 2D animation.
3. For the public: entertainment media in the form of 2D animation that can be enjoyed by the general public.

1.6 Research Methods

The research methods used by the author in this research include:

1.6.1 Collecting Data Method

The data collection was carried out using two methods, namely:

1. Observation Method: Collecting data by consuming and observing pre-existing 2D animated film content, especially those animated using the *cut-out* technique. Sources come from several media applications on the internet such as YouTube, Netflix and other media applications like television.
2. Literature Study: Collecting data by reading references in books and journals related to research in order to obtain a thorough theoretical basis.

1.6.2 Method of Analysis

The analytical method is used to collect data and information related to the animation creation process using the *cut-out* technique.

1.6.3 Method of Production

In this research, the production method has several stages, starting with the pre-production stage, namely writing the script and character design profiles and making *storyboards*. The production stage continues with creating *assets*, *backgrounds*, *sketches*, *line art* and *coloring*. The final stage is post-production which includes *compositing*, *editing* and *rendering*.

1.6.4 Method of Evaluation

The evaluation method is carried out after the production process is complete. The content of the evaluation is a summary from the planning stage to implementation stages. Results and testing of animated videos were obtained by giving questionnaires to multimedia experts and the public.

1.7 Systematics of Writing

This systematics was created to compile and provide a description of the research content. It will cover the basis for writing this thesis, namely:

CHAPTER I INTRODUCTION

This chapter explains the background, origins and how the problem is formed, problem limitations, aims and objectives, benefits and methods to be used, and systematic writing.

CHAPTER II FRAMEWORK AND OVERVIEW

Contains theoretical basis, literature reviews, theoretical basics, and techniques that are used.

CHAPTER III RESEARCH METHODS

This chapter contains data collection, analysis needs, analysis of pre-production, production to post-production aspects.

CHAPTER IV RESULTS AND DISCUSSIONS

This chapter discusses the results of implementation and testing of techniques used in the 2D animated film "Childhood Cookery".

CHAPTER V CONCLUSION

Contains closing words, conclusions and suggestions.

