

CHAPTER V. CONCLUSION

5.1 Summary

After completing the research on the making of “Childhood Cookery” using the *cut-out* animation technique, the following conclusions can be drawn:

1. This research has met the needs to solve the problem formulations stated, such as the length of this animation being no more than 6 minutes, the process of animation video thoroughly explained in several stages and it explained the making of the animation using *cut-out* animation technique.
2. The *cut-out* animation assets were created through the process of rough sketches, lineart, and coloring with cell-shading. For the application of the *cut-out* technique, it is carried out by implementing keyframing, tweening, and looping animation techniques. From the initial concept development and scriptwriting to the final animation stages and post-production, each step plays an important role in crafting *cut-out* animation.
3. This animation has been tested by experts through technical evaluation using a questionnaire, with a score of 81,75, falling into the “Very Good” category. As for the general questionnaire, it has received a score of 90,55, also falling into the “Very Good” category.

5.2 Suggestion

Based on the conclusions drawn, there are suggestions that will be useful for further development.

1. The character animation can still be developed and refined, implementing more principles of animations to acquire more dynamic movements and to dive in further details on the *cut-out* animation techniques.
2. The more frequent implementation of camera movement and staging are highly suggested in the making of the scenes to make the animation less flat.
3. Choose soundtracks that are more aligned with the theme and the usage of voice acting is recommended.