

**MAKING “DARK SIDE” 2D ANIMATION FILM WITH FRAME BY
FRAME TECHNIQUES**

UNDERGRADUATE THESIS



written by

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**BACHELOR DEGREE
STUDY OF INFORMATION SYSTEM
FACULTY OF COMPUTER SCIENCE
UNIVERSITY OF AMIKOM YOGYAKARTA
YOGYAKARTA
2019**

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submitted to the Faculty of Computer Science University of Amikom Yogyakarta
as a partial fulfillment of the requirement for Bachelor Degree



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**DEGREE PROGRAM
INFORMATION SYSTEM STUDY PROGRAM
FACULTY OF COMPUTER SCIENCE
YOGYAKARTA AMIKOM UNIVERSITY
YOGYAKARTA
2019**

APPROVAL

THESIS

**MAKING “DARK SIDE” 2D ANIMATION FILM WITH FRAME BY
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has been approved by the Thesis Supervisor
on August 10, 2019

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STATEMENT

I, the undersigned, declare that this thesis is my own work (ORIGINAL), and the contents of this thesis have not been submitted by anyone else to obtain an academic degree at any higher education institution, and to the best of my knowledge works or opinions that have been written and / or published by others, except those in writing referred to in this text and mentioned in the bibliography.

Everything related to the manuscript and works that have been made is my personal responsibility.

Yogyakarta, August 12, 2019

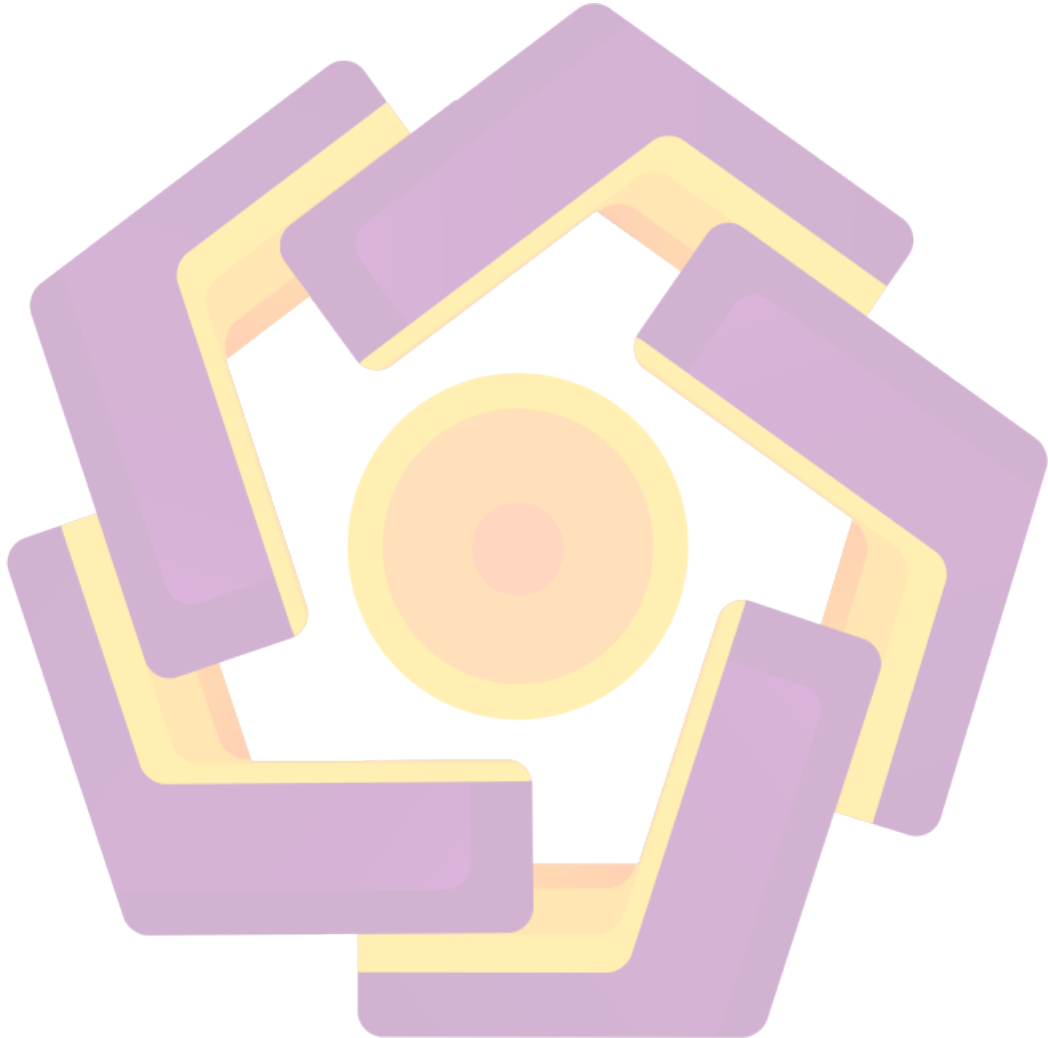


Diki Antoni

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MOTTO

"When someone has no purpose that's where the person is left behind"



DEDICATION

All praise be to Allah SWT, for the abundance of His Grace and Blessing Alhamdulillah this thesis can be completed. I would like to take this opportunity to thank:

1. Allah SWT, because only with permission and His gift, this thesis can be realized.
2. For beloved parents, who always give love and also unlimited prayers and who are always educating without being bored, hopefully always in good health and always in His protection.
3. My brother Danda Aditia Nugraha, who always supports and encourages, hopefully can reach the ideals and later can be proud of both parents.
4. To my friends, Kholifatun Nisa ', Audia Apridini Alexandra, Anisa Zahra, Dina, Ines Rahmadanti, Miftah Arya, Anang, Herin and Indi.
5. For the 16-BCIS-01 extended family and all 2016 classmates who have provided encouragement and support, we hope to achieve success.
6. To the Student Staff Team of Public Relations and the Directorate of Public Relations and International Affairs of AMIKOM Yogyakarta, thank you for your valuable support and experience.

FOREWORD

Praise to the presence of Allah SWT who always bestows His mercy and blessings on each of His servants and does not forget to pray, and also pray and greetings to the lord of our great Prophet, Prophet Muhammad SAW.

With the completion of the thesis entitled “Making “Dark Side” 2D Animation Film with Frame by Frame Techniques”, hereby I would like to thank:

1. Mr. Prof. Dr. M. Suyanto, MM, as Chancellor of Amikom University Yogyakarta.
2. Mrs. Krisnawati, S. Si, MT, as Dean of the Faculty of Computer Science and Chairwoman of the Information Systems Study Program.
3. Mr. Bayu Setiaji, M. Kom, as a Supervisor.
4. Beloved father and mother, my brother, and friends.
5. Thanks also to all those who have helped in completing this thesis that cannot be mentioned one by one.

Finally, the author would like to thank all those who have helped and the authors hope that this thesis can be useful for all of us and become input material in the world of Education.

Yogyakarta, August 12, 2019

Author

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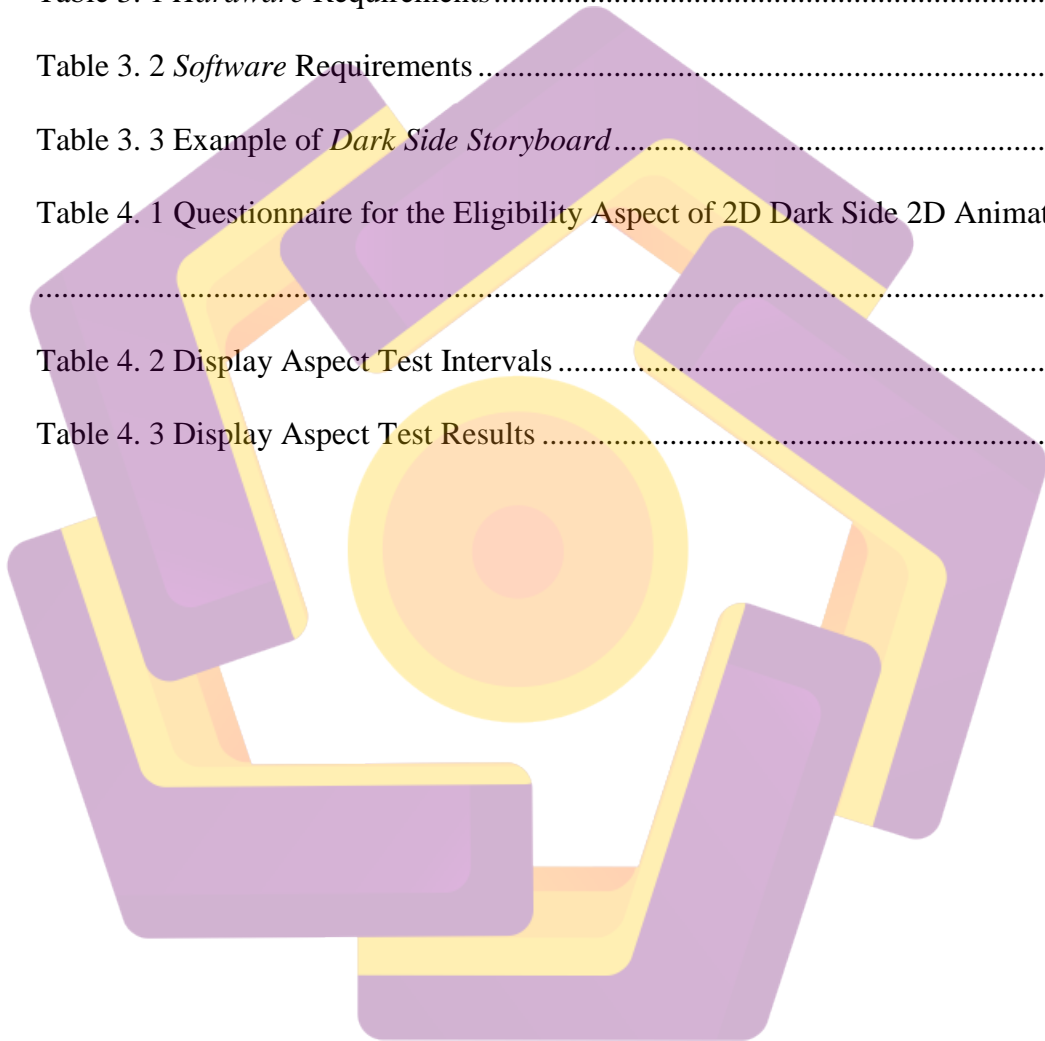
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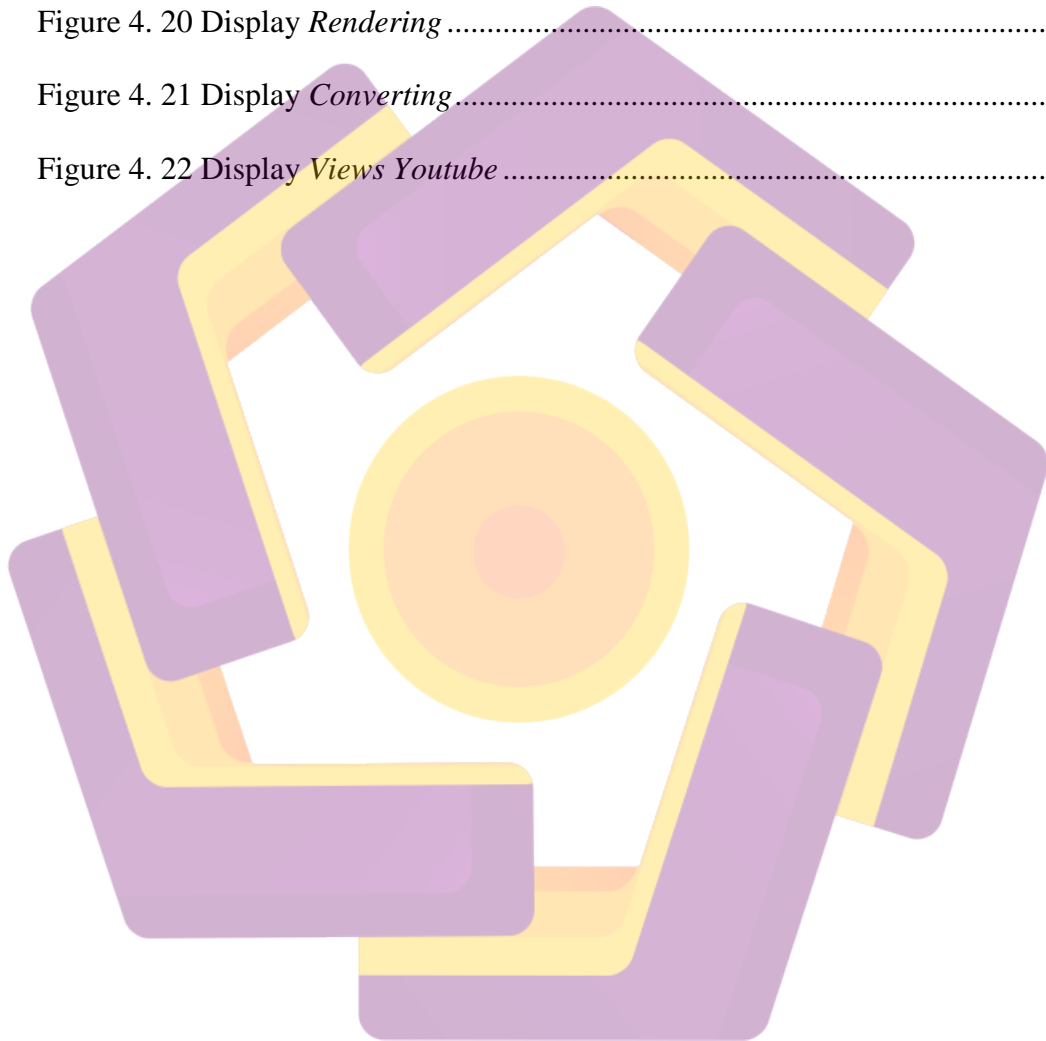


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ABSTRACT

2D animation was chosen because there are various kinds of actions such as jumping, flying, changing and issuing stance like in an imaginative film scene, so it is rather difficult to tell with conventional visual concepts such as live shots.

The frame by frame technique is an animation technique composed of many different sets of images. The more frames are used, the smoother the animation produced.

Storytelling and animation movements depend on the number of frames used and the detailed expression of each scene. The more frames that are used to accommodate every detail of the movement, the resulting animation will be smoother.

Keywords: *2D Animation, Frame by Frame, Storytelling*

