

CHAPTER I

PRELIMINARY

1.1 Background

Frame by frame animation is an animation technique composed of many different sets of images. In frame by frame animation, each change in the movement or shape of an object is placed on the frame in sequence. The more frames used to accommodate every detail of an object's movements, the resulting animation will be smoother (Munir, 2012). One example of a 2D animated film from Japan (anime) that uses this technique is the film *Kimi no Na wa* [1].

Sprite animation is an object that is placed and animated at the top of the graph with a still background. Unlike cel animation and frame animation, each object in the sprite animation does not move at the same time, has a different fps size and editing can only be done on each sprite object. Each animated object is called a "sprite" (Munir, 2012) [1].

In this study the authors made a 2D animated film that tells the story of a young man who fought against trauma in himself. The effort is illustrated by a battle of himself against the trauma monster. He finally found a way to conquer the monster not by fighting it but by accepting it as part of him. From the story there are various kinds of action movements such as jumping, flying, changing and issuing stance like in a fictional movie scene.

From the concept of the story the writer uses the concept of 2D animation. The concept of animation was chosen because the scene is imaginative, so it is rather difficult to tell with conventional visual concepts such as live shots. Frame

by frame animation is chosen because sprite animation can only repair from screens containing sprites and cannot fix the inside displayed on the screen for each frame, as can be done in frame animation (Munir, 2012) [1].

From the background description above, the writer takes this technique to visualize the story so that the story can be conveyed properly. For this reason, the writer making "Dark Side" 2D animation film with the frame by frame technique as the basis of this research.

1.2 Problem Analysis

Based on the background previously stated, then the problem can be formulated, namely: "How to make a "Dark Side" 2D Animation Film with Frame by Frame Techniques?".

1.3 Problem Limitations

In making this cartoon film there are goals and objectives that are expected, the limitations of the problem are as follows:

1. This film tells the story of a youth who fought trauma in himself.
2. The target of views made on this animated film is via Youtube.
3. The target duration of this animated film is approximately 3 minutes.
4. Tested from this research are story telling and animation factors.
5. The testers are MSV Pictures animators.
6. This research ends until the test result stage is accepted.

1.4 Purpose and objectives

As for what can be achieved in the preparation of this study are as follows:

Making “Dark Side” 2D Animation Film with Frame by Frame Techniques.

1.5 Benefits of research

The benefits of writing this thesis relating to the Making “Dark Side” 2D Animation Film with Frame by Frame Techniques as follows:

1.5.1 For writers

1. Can implement the results of studies at the Yogyakarta Amikom University majoring in Strata 1 Information Systems, and can understand what has been obtained during the theoretical and practical studies.
2. Can understand the process of making an animation that is the result of a concentration course during college.
3. Can convey intentions or information in the form of fictitious stories to the audience easily.

1.5.2 For Academles

1. This research is useful to find out how much students understand how to implement research results in the world of work.
2. As a reference material for students in writing scientific papers in the field of multimedia, especially 2D animation with frame by frame techniques.

1.6 Research methods

To support the accuracy of the authors in conducting this research, several methods can be taken, namely:

1.6.1 Method of collecting data

Accurate and complete data collection is needed in the preparation of this study. The research methods used are as follows:

1. Observation Method

Data collection method is by observing 2D animated films that have the same characteristics and characteristics.

2. Literature Method

The method with the results of collecting data from the book about frame by frame techniques in making 2D animation related to the problem to be discussed.

3. Literature Method

Retrieval of data by using literature that can be used, such as utilizing internet facilities, namely by visiting web sites related to making this cartoon film and techniques of how to make it.

1.6.2 Analysis Method

To describe the information needs and utilization of frame by frame techniques in making 2D cartoon films.

1.6.3 Development Method

Is a method used in the process of making 2D animated films, which will go through several stages such as pre-production, production, and post-production. The order is as follows:

1.6.3.1 Pre Production

1. Story idea
2. Theme
3. *Logline*
4. Synopsis
5. Manuscript
6. *Storyboard*
7. *Character Development*

1.6.3.2 Production

1. Key animation
2. *In between*
3. *Background*
4. *Sound*

1.6.3.3 Post Production

1. *Compositing and editing*
2. *Rendering*

1.6.4 Evaluation

Includes testing of the suitability of applying frame by frame techniques to 2D animated films to be made. Testing involves objects in the field of animation and experts in the field of media, for example: lecturers, animators and people who have experience in the field of animation. The results of testing of experts in the field of animation and other multimedia in the form of questionnaires and the

results of a review of research on frame by frame techniques in making 2D animation "Dark Side".

1.7 Writing system

In order for the presentation of this research report to be easy to understand and structured, it is made systematic writing based on the main issues in 5 chapters, namely:

CHAPTER I INTRODUCTION

This chapter will describe the background, problem formulation, problem limitation, research objectives, research benefits, research methods and systematic writing.

CHAPTER II THEORY BASIS

This chapter will describe literature reviews, theories about the notion of cartoons, animation, frame by frame techniques, and system requirements analysis in making animation.

CHAPTER III ANALYSIS AND DESIGN

This chapter will explain the general picture, system requirements analysis and pre-production process in making 2D animation.

CHAPTER IV RESULTS AND DISCUSSION

In this chapter, we will explain the results and the process of making 2D cartoon films using the frame by frame technique. From the production process (character concepts, animation, and background), post-production (compositing, editing, rendering), and the discussion stage (regarding functional needs and storytelling).

CHAPTER V CLOSING

This chapter is the conclusion of the preparation of research in which there are conclusions and suggestions.

REFERENCES

Contains the sources of references that become a reference in the process of preparing this thesis.

ATTACHMENT

