

CHAPTER I

INTRODUCTION

1.1. Background

The rapid advancement of digital technology has significantly reshaped the global film industry, with Indonesia's creative sector experiencing a similar surge. Within this landscape, 3D Animation has emerged as a vital storytelling tool, allowing filmmakers to bring fantastical creatures and high-octane action sequences to life. Unlike traditional character animation, creature animation requires a deep understanding of physics, weight, and timing to ensure that non-human entities move in a believable and engaging manner.

The fictional film "Battle Park" (as a case study) from Parama Studios heavily utilizes 3D animation to construct its fantasy combat narrative. A pivotal moment in this production is the "Summon Monsters" sequence, specifically the duel between two contrasting elemental entities: the "Water Monster" and the "Rock Monster." This scene presents a unique technical challenge: it requires animating the interaction between a character composed of fluid, dynamic matter and an opponent defined by rigidity and heavy mass.

In creating this sequence, the software Blender serves as the primary tool for the entire 3D pipeline. The process begins with sculpting the distinct forms of both monsters. However, the core complexity lies in the animation phase. The "Rock Monster" utilizes Rigid Body dynamics and heavy-weight keyframing to convey strength and solidity. In contrast, the "Water Monster" requires a hybrid approach, combining traditional rig-based animation with fluid simulations to capture the flow and amorphous nature of water. The animator must synchronize these opposing elements—fluidity versus rigidity—into a coherent fight choreography that fits the film's visual style.

Therefore, the author is interested in examining the technical intricacies of animating these elemental opposites. This report will discuss in-depth the workflow, animation techniques, and problem-solving strategies used to create the dynamic interaction

between the "Water Monster" and "Rock Monster" in the film "Battle Park," serving as a case study in advanced creature animation within film production.

1.2. Problem Statement

What is the effective animation workflow to synchronize the interaction and combat choreography between a rigid body character and a fluid-based character to ensure a cohesive and believable fight sequence?

1.3. Research Limitations

To ensure the research remains focused and within scope, the following limitations are set:

1. This research focuses primarily on the production animation workflow using Blender.
2. This research focuses on the techniques used to achieve a believable fight scene using some of the 12 Principles of Animation.
3. The scene during this research will be showing clear steps in how it develops from the Concept/Blocking stage to the Polished Rendered Animation stage.

This research will measure the viewers perception of the end result to decide the effectiveness of the technique.

1.4. Research Objectives

In line with the problem statement, the objective to be achieved by the researcher in this study is:

1. To describe the animation workflow needed in the project.
2. To integrate the choreography techniques required to create a believable interaction between rigid-body characters and fluid-based characters in the "Summon Monsters" scene.

