

ABSTRACT

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MAKING SCENE 10 OF TIMUN MAS ANIMATED MOVIE USING BLENDER PI. Department of Informatics Engineering, Faculty of Industrial Technology, Gunadarma University, 2023.

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(ix + 59 + Appendix)

Along with the times, technology is advancing, producing 3D animation films can now use computer technology. But to produce an animated movie, there must be a standard procedure or stages that must be done. In this scientific writing, the author will create a 3D animation taken from the story “Timun Mas” which aims to visualize the story of Timun Mas. In making this animation, the writer will refer to SKKNI 400 with 3 main stages, namely pre-production, production, and post-production. In the pre-production stage, the writer will create scenarios, storyboards and visuals from sketches for related scenes. In the production stage, the author uses 3D software to create all the assets needed in scene 10 until the hair simulation is done. This animation is made based on the flow of making which the results obtained are in accordance with the expected target, namely showing how hair simulation can be applied to 3D objects and looks realistic. The final result of this animation is a video that can be used as a proof that hair simulation can be applied to Timun Mas 3D character and the Blender3D 3.3 software the author uses can be used to produce a 3D animation content that refers to SKKNI 400.

(Bibliography : 2017 - 2023)