

ABSTRACTION

Prabu Airlangga Saka Naufal, 54417717 CREATION OF 3D ANIMATION OF THE SCENE OF SPOONING HONEY FROM A CUT ON THE CHARACTER OF THE BEE PI. Department of Informatics Engineering, Faculty of Industrial Technology, Gunadarma University, 2021 Keywords: 3D Animation, *Blender*.

As time progresses, technology becomes more advanced, producing 3D animated films can now use computer technology. However, to produce an animated film there are definitely standard procedures or steps that must be carried out. In this scientific writing, the author will create a 3D animation scene taken from the story "The Bee King and a Spoon of Honey" in tax education which aims to complete the required scene pieces. The scene depicts a bee character pouring water into a jar. In making this scene the author 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 visuals for the story as well as sketches for related scenes. At the production stage the author uses 3D software to create all the assets needed in the scene until rendering. And in the post-production stage the final visual will be created in the form of a video. This animation was created based on the production flow, where the results obtained were in accordance with the expected target, namely showing how a father bee pours a spoonful of water at the honey collection site. The final result of this animated scene is a video that can be used as a complementary scene for tax education on a video entitled "King of Bees and a Spoon of Honey" and the blender software that the author uses can be used to produce 3D animated content that refers to SKKNI 400.

Writing dimensions (x + 46 + Lampiran)

(Bibliography 2008-2020).