

## **ABSTRACT**

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### **CREATING 3D ANIMATION OF THE SCENE OF WATER POURING INTO THE JAR ON A BEES CHARACTER**

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**Keywords : 3D Animation, *Blender*.**

Along with the development of the times, technology is increasingly advanced, producing 3D animated films can now use computer technology. But to produce an animated film, of course, there are standard procedures or stages that must be done. In scientific writing, the author will create a 3D animated scene taken from the story "King of the Bees and a Spoon of Honey" in tax education which aims to complete the required scene pieces. The scene depicts the character of a bee pouring water into a jar. In making this scene the author will refer to the SKKNI 400 with 3 main stages, namely pre-production, production, and post-production. In the pre-production stage, the writer will create visuals of 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 at the post-production stage, a final visual will be made in the form of a video. This animation is made based on the manufacturing flow where the results obtained are in accordance with the expected target, which is to show how a father bee pours a spoonful of water at a honey collection point. The final result of this scene animation is a video that can be used as a complementary scene for tax education on the comic entitled " King of the 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 the SKKNI 400.

(References 2008-2020).