

## ABSTRACT

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CREATION OF 3D MAP ANIMATION OF SMP 284 JAKARTA BUILDING USING BLENDER 4.2 AND ADOBE PREMIERE PRO.

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(xv + 63 + Appendix)

An informative layout map is a crucial element in supporting the operational activities of an educational institution. SMP Negeri 284 Jakarta has traditionally used conventional 2D maps, which are often visually difficult for students, staff, and visitors to understand, especially at the beginning of a new academic year. To address this issue, this study aims to develop a 3D animated map of the SMP 284 Jakarta building using Blender 4.2 and Adobe Premiere Pro software.

This research adopts the Multimedia Development Life Cycle (MDLC) method, which consists of six main stages: conceptualization, design, material collection, assembly, testing, and distribution. Blender 4.2 is utilized for 3D modeling and animation creation, while Adobe Premiere Pro is used for final video editing. The research outputs a realistic 3D animation that provides clear, accurate, and interactive visual information about the school's layout.

The evaluation process was conducted via YouTube and Google Forms, involving 30 respondents who provided feedback on visualization aspects, audio quality, animation appeal, and storyline clarity. Based on Likert scale analysis, the majority of respondents gave positive assessments of the produced animation. Therefore, this animation not only facilitates navigation of the school layout but also serves as a reference for other educational institutions in leveraging 3D technology to enhance the effectiveness of information delivery.

References (2015–2022)