



Introduction To Elementary School Building 070978 Gunungsitoli With 3d Animation Using Hybrid Method

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ABSTRACT

The development of the animation film industry is growing very rapidly, and is characterized by the many works of Aimasi in various media. Visual motion shooting in animation is essential for creating a character that moves realistically, in an impractical or too dangerous situation. To get the motion shot in animation is still very minimal, because the availability of equipment and technology implementation in the world of animation is still very expensive both in terms of equipment and software used. The expected result in this research is making video of SD Negeri 070978 Gunungsitoli Building with the perspective of 3D animation can make the school building animation and can support students to better understand the location of the schools building, and can be an introductory material module to promote to foreign parties and can obtain realistic visual motion and shorten the time of animating in the making of 3D animation films.

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1. Introduction

In this time the progress of multimedia content-Kontem that relates to the design of 3D animation model is very fast, proof of the number of television media that often display a concept of building or housing shaped in 3D animation with the need for advertising or advertisement production.

Telling you about the results that are often promoted, the product is a model of 3D animation such as home environment, hospitality, office and so on. But the results shown are often only picture-shaped, usually only visible from the front, side or preperspective. It is not a complex 3D animation object.

The development of computer technology greatly impacts the growth of information, especially regarding the production information of 3D animation. At that time, in visualizing the object one does the old or manual way of starting the image from the paper sheet where the result of the development of the product increased in the form of a result of animation that has a dimension of two. Where nowadays people can do it very easily.

The creation of 3D models from Gunungsitoli Elementary School 070978 can make the state elementary school building 3D animation and can help students to understand the location of the building. In addition to making a 3D animated film structure from the construction of the 070978 State elementary School building can also be used for percentage materials to advertise products to outside parties.

2. Research Method

Of production of the animating films is a 3D animation production film process sourced from Maestri, 2006; Chapman Animation Workflow; Pixar and Kojoanima (Diana Sari, 2012). 3D Animation production film stages for Groupware development.

This stage is not in the form of group, but rather produces a compact film until the production of the stage consists of four steps of the filmmaking procedure, ranging from the Development, pre production, production, and post production.

A. Flowchat

The Flowchat Format of the Interform drafting procedure is as follows:



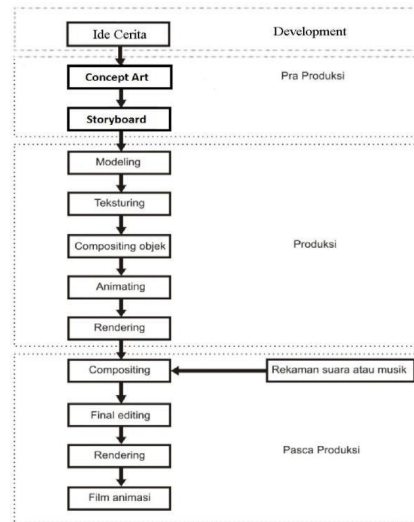


Fig 1. Animation Design Form (Flowchart)

1) Story Ideas

Storyboard (Storyboard) is a story-shaped term from a draft where the plan has been processed in the form of extensive recording and image-specific effects. Other uses can be interpreted as the contents of the translation of the draft form or a brief expansion. The Storyboard is also mimicking the form sequence of the Story line that is very regular because it is used as a movie that makes a story very good to pack, the origin before the start of production, there has been a depiction of story or can be said as the basis of the guide to the animation filmmaking. The entire crew must be able to understand and understand the points of the story of the script, so that it can understand the shot of the image that will be produced. Storyboards and scripts should be understood as guidelines of the image capture procedure.

2) Preproduction

All preproduction phases that are the things of animation creation should be worth being prepared. The whole condition must be observed in this interment between:

a) Concept-Art

Dip the prefix step to perform the build stage. For this step has been equipped with a series of outline drawings, began the prefix of the sketch objek, property objek, exterior and interior building SD Negeri 070978 Gunungsitoli.

b)Storyboard

The further compiled scenarios are implemented and are outline-shaped so that the animation execution procedure is very simple and directional and even easier.





Fig 2. Shooting board (Storyboard)

B. Hybrid method

Hybrid is the result of a cross or merging of something different. This hybrid emphasis is "the result" of a cross or merger. (Febriana D.S. Rompis and Sangkertadi: 2011)

According to Jencks, Hybrid is a method to create something with the old Polapola (history), but with new materials and techniques. (Jencks, C.: 1997) In other words combine traditional forms with modern techniques. Hybrid methods are expressed through quotation stages, element manipulation, and unification and merging. This method has similarities to the Ventury version, which includes the order, fragmentation, infection and juxtaposition or superimposition. (Ikhwanuddin: 2005).

3. Results And Discussion

Animation making Specifications Hardware

PROSESS OR	Intel® Core™ i5- A442U
RAM	4 GB
VGA	NVIDIA GEFORCE 930MX

Software

Blender versi 2.81
Adobe Premier CC 2019

The results of the process and discussion of the work of the 3D animation structure of SD 070978 Gunungsitoli Building led to the production of the process of producing an animated building model until the post-production stage of 3D animated filmmaking.

A. Production Implementation

The implementation consists of several stages, namely the production and post production of primary school video making. The stage has been in accordance with the preparations made at the preproduction stage.

1) Modeling

Modeling is a process of working on several objects. Where the worker process has made use of software rendering tools. As in tools-mesh has many tools such as Tools cube, Plene, cylinder, monkey and many other tools options can be used as an initial model of a synchronous project.



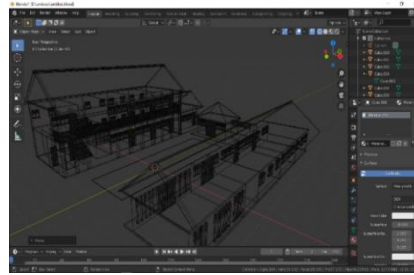


Fig 3. Modeling Elementary School building 070978 Gunungsitoli

2) Texturing

Texturing is the process of laying out the texture or material on multiple objects, so it can be the desired texture.

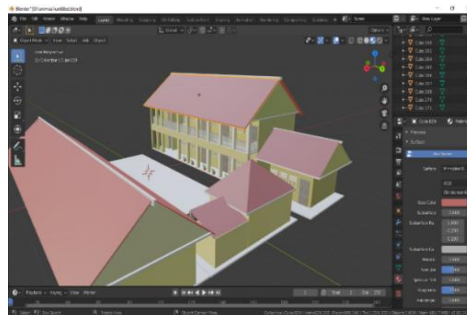


Fig 4. Texturing State Elementary School building 070978 Gunungsitoli

3) Lighting

Lighting is done so that animations that have been colored and tektur can be seen clearly. If not given light then the coloring and texture will not be visible.

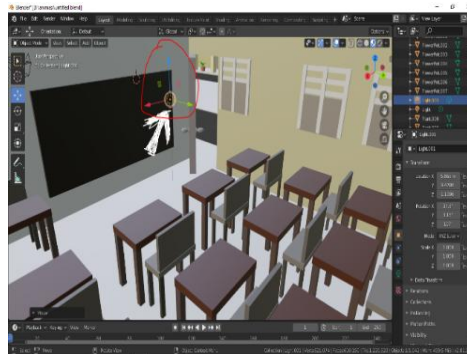


Fig 5. Control Light on 3D animations

4) Rendering

Video rendering result of three-dimensional animation based elementary school creation (3D)



Fig 6. 3D Animation Rendering Display

B. Post-production implementation

Post-production is the final procedure between all procedures that have been made from the beginning of the 3D animation process of the SD House of Gunungsitoli 070978. Which is where all the results of the animating consist of several file documents of all animation rendering results, starting the initial stages that have been merged with the audio files that have also been added. This stage is divided into compositing, editing and rendering.

1) Compositing and Editing Vidio

Is the process of unification of the scene per rendered animated scene which will later become a complete animated film. The animation Scene is trapped according to the predefined storyboard. The stages in this process are to select the unneeded part of the scene as well as the transition

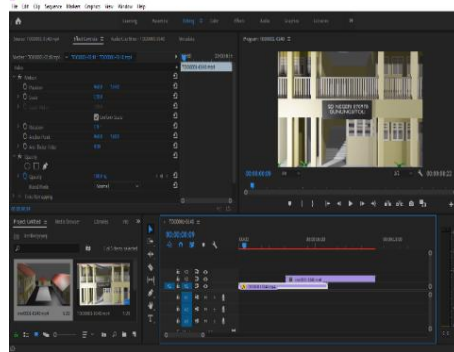


Fig 7. Compositing Dan Editing Vidio Animasi 3D

2) Rendering and determination of Video Composition

This depicts the final stages of the whole procedure of making 3D animation film, SD Negeri 070978 Gunungsitoli. All these processes combine the video scenes of all the animations that have been in the process of a complete animated video. All animated videos are sorted by procedure from the beginning of the creation that has been set. In the process of stage also all the unnecessary animated videos can be cut in order to produce an interesting animated video vidio as well as the addition of transition videos and additions of music to refine and move the video and provide interesting instruments.

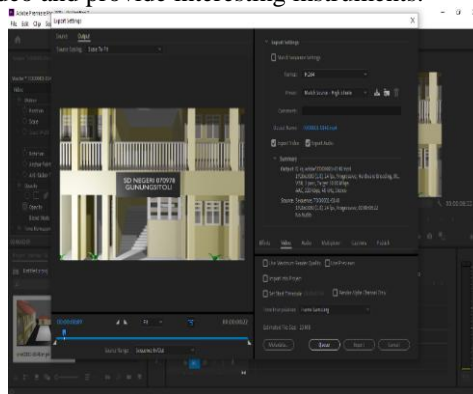


Fig 8. Ringer and Video Composition determination

4. Conclusion

According to the previous procedure on this final assignment, the conclusion can be concluded:

- a) This animation-based three-dimensional (3D) Video creation has been successfully designed and performed by utilizing the Blender 3D and Adobe Premiere Pro applications.
- b) This animation-based three-dimensional (3D) Video creation aims to provide information about the facilities in the school.
- c) Animation descriptions and workmanship are made similar as possible to the original in order to provide information in fact.
- d) Ouput from animation using video specifications H. 264, MP4, as well as using MP3 audio
- e) This animation is very well used as a promotion because it saves time.



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