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JUDUL: THE LEGEND OF MOUNT SANTUBONG USING 2D ANIMATION

SESI PENGAJIAN: 2005/2006

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THE LEGEND OF MOUNT SANTUBONG USING 2D ANIMATION

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This report submitted in partial fulfillment of the requirement for the Bachelor of
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(Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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2005

DECLARATION

I hereby declare that this project report entitled

THE LEGEND OF MOUNT SANTUBONG USING 2D ANIMATION

is written by me and is my own effort and that no part has been plagiarized without citations.

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DEDICATION

To my beloved parents...

ACKNOWLEDGEMENT

First of all, I would like to express my appreciation to everyone who has helped me from the beginning until the end of my project development especially to the Information Communication and Technology Faculty of KUTKM that has given me the change in this subject to develop my own project which is “The Legend of Mount Santubong Using 2D Animation”. I am delighted to have my own working environment where I can work freely and this can really help me in my future.

Not forgotten to my supervisor, Mdm Rusnida Bt Romli, she has tremendously given me guides and support to excel and work hard during this very short of time in this PSM I and PSM II time being. Many of my improvements in this project came from her comments and suggestions. I owed her such a great appreciation and in the future I am hoping to be able to be under her supervision again.

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Last but not least, for those who are indirectly involved in my project development especially my family, I am very grateful to you all for the full support and cooperation you have given me. Thanks everyone.

ABSTRACT

Project Sarjana Muda 2 is a compulsory subject for the final year students of Kolej Universiti Teknikal Kebangsaan Malaysia (KUTKM). PSM 1 and PSM 2 has given the students chances to develop their own project instead of giving students exposures to do some research and problem analysis for the project they want to develop. The project title for this project is ‘The Legend of Mount Santubong Using 2D Animation’ where the main objectives of this project are to create a 2D animation of the legendary Mount Santubong and to be used as an additional approach to promote and save the heritage of Sarawak in legendary stories. This animation will be produced in about 5 minutes duration and the target audiences are from all range of ages. Several researches from various approaches have been done such as the online research and printed media research to gather information regarding this project. Then, the project progress is kept on track with the help of the project schedule in Gantt chart using the Animation Production Methodology in three phases which are the Pre-Production, Production and Post-Production. In the end, after the implementation and testing, the output will be a product that has the features of what a multimedia product has. As the result of this project, the animation has received positive responses from the audiences and the viewers have known the story of Mount Santubong. Here, the result of hard work over 4 months will be seen and it is worth it. Lastly, “The Legend of Mount Santubong Using 2D Animation” has brought its own significant where it brings people a new kind of infotainment instead of local awareness and country heritage preservation of legend stories in Malaysia.

ABSTRAK

Projek Sarjana Muda 2 merupakan subjek wajib bagi pelajar-pelajar tahun akhir di Kolej Universiti Teknikal Kebangsaan Malaysia. PSM 1 dan PSM 2 telah memberikan peluang kepada para pelajar untuk menghasilkan sendiri projek mereka di samping memberikan pendedahan untuk melakukan penyelidikan dan analisis kepada projek yang ingin dihasilkan. Tajuk untuk projek ini adalah “The Legend of Mount Santubong Using 2D Animation” dimana objektif utama projek ini adalah untuk menghasilkan projek 2D bagi legenda Gunung Santubong yang berkait rapat dengan Puteri Santubong selain daripada menghidupkan kembali cerita yang semakin dilupai ramai ini. Animasi ini akan mengambil masa lebih kurang 5 minit untuk ditayangkan dan penontonnya adalah terdiri daripada semua lapisan masyarakat. Beberapa kajian dan kaedah telah digunakan untuk mengumpul bahan-bahan dan maklumat mengenai legenda ini sebelum proses ilustrasi dan animasi bermula. Proses-proses ini akan dipantau melalui Carta Gantt dengan menggunakan “Animation Production Methodology”. Kaedah “Storyboarding” atau papan cerita adalah bahagian yang penting sekali di mana ia akan membantu juruanimasi jelas tentang jalan cerita legenda ini sebelum ia dihasilkan menggunakan komputer. Akhir sekali, selepas fasa “Implementation” dan “Testing”, hasil akhirnya adalah sebuah produk multimedia yang mempunyai ciri-ciri berkualiti. Di sini lah segala hasil penat lelah selama lebih empat bulan akan terjawab. Hasil daripada projek ini, pelbagai respon positif telah diterima daripada penonton dan jika selama ini mereka tidak tahu akan mengenai legenda tersebut, kini mereka sudahpun mengetahuinya daripada animasi yang dihasilkan ini. Akhirnya, secara tidak langsung, “The Legend of Mount Santubong Using 2D Animation” ini telah menjadi sebahagian daripada infotainment yang menarik untuk dilihat selain daripada memelihara cerita-cerita dongeng serta legenda di Malaysia.

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LIST OF ABBREVIATIONS

2D	-	2 Dimensional
3D	-	3Dimensional
ADC	-	Analog –to–digital
Anime	-	Japanese Cartoons
CD-Rom	-	Compact Disc Rom
DAC	-	Digital -to - Analog Converter
DSP	-	Digital Signal Processor
DVD	-	Digital Versatile Disc
HDTV	-	High Definition Television
HFS	-	Hierarchical File System
HTTP	-	Hyper Text Transfer Protocol
KUTKM	-	Kolej Universiti Teknikal Kebangsaan Malaysia
Manga	-	Japanese Comics
MB	-	Mega Bytes
PC	-	Personal computer
PCM	-	Pulse-Code Modulation
PSM 1	-	Projek Sarjana Muda 1
PSM 2	-	Projek Sarjana Muda 2
TV	-	Television
USA	-	United States Of America
VCD	-	Video Compact Disc
VHS	-	Video Home System
DIY	-	Do It Yourself

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CHAPTER I

INTRODUCTION

1.1 Project Background

The Legend Of Mount Santubong Using 2D Animation is a short 2D animation story about the famous legendary Mount Santubong in Sarawak of how it was formed from the fighting of two princesses which is “Puteri Santubong” and “Puteri Sejinjang”. Mount Santubong, which is now located in the Damai Peninsula, 35km north of Kuching, Sarawak. The beauty of the mountain has made it become a spectacular backdrop for the hotel resorts, local fishing villages and the Sarawak Cultural Village in Kuching.

One thing that makes Mount Santubong famous for its tourism attraction until today is its local legend. One of these tells of how the mountain came to be and where its name came from. According to a version, the mountain was formed when mythical “Puteri Santubong” and “Puteri Sejinjang” were fighting each other because of the “Putera Serapi”. Then, the King of “Kayangan” vanished the two princesses to the earth, where they became Mount Santubong and the nearby Mount Sejinjang.

The animation will involve several main characters and scenes from the kingdom of “Kayangan” and also the current environment of Sarawak at that time. As for now, this legendary story can be obtained from the song called “Puteri Santubong” and can be viewed in a short clip in the television but it was a long time ago since this legendary story starts to vanish from time to time.

The animation of the legend of Mount Santubong is never yet being developed and due to the reason, this project has been launched to make this legend “come back”

1.3 Objectives

Combining the passion of preserving the cultural heritage with 2D animation also directly relates to the purpose of this project in particular way for the maintenance and preservation of certain aspects of cultural heritage. Based on this proposed animation, it can be useful to achieve several objectives which are:

- i. To create a 2D animation of the legendary Mount Santubong.
- ii. To add more 2D animation products in the commercial field.
- iii. To be used as an additional element to enliven Mount Santubong story especially to the people in Sarawak.
- iv. To use animation to carry the story out by using it as a platform to share, understand, spread and entertain the community on the story of Mount Santubong.

1.4 Scopes

The target viewer for this animation is from all range of ages especially local people and the outsiders as well to bring back the story. This animation can also help the viewers to understand better about folk stories and legends not only from the oral sources but also from an animation like this.

As this animation will be produced in Macromedia Flash MX animation software, the proper flow of the storyline of the introduction, the scene of how the two princesses start to fight each other until they become mountain and island will be animated properly in the 2 dimensions. Objects, characters and the background scenes will be animated as well as the narration and the sound effect during the animation.

However, this animation is not a long animation and it will take about 5 minutes. No dialogs will be used and only narration will be presented during this animation. The movement and the graphic design might not be the same level as the one that has been produced by the professional 2D animation production group in the famous 2D animation films such as The Lion King, Tarzan and many more due to time constraint and workforce. Note that those films duration take about 80-90 minutes long and we can see the different when the one to be developed is about 5 minutes.

1.5 Project Significance

In this project, for the time being there is still a little number of 2D animation cartoon that were made based on the legend stories in Malaysia. The need of 2D animation instead of 3D animation and short clip movies is clear enough because of the time, cost and energy factor in producing it and because of the wider target viewer from all kinds of people among the children, adults, educational and tourism sector and etc. Below are the detailed brief descriptions about the project significant:

i. As an infotainment

The legend of Mount Santubong can be used as an infotainment material for the viewers. Instead of entertaining people, it also can tell the people about one of the legend stories in Sarawak which is started to fade away.

ii. Local awareness and country heritage preservation

This project is to remind people about the legend of Mount Santubong which is the main attraction of Kuching in Damai area. Without this animation, the cultural heritage will slowly extinct and forgotten by the young ones and the

locals themselves. Using 2D animation, the viewer will be amazed and attracted by the colors and the characters itself.

iii. Costs and budget

Rather than producing it in 3D animation, full and real film, the developer will have to think about using powerful hardware and software instead of the number of workforce such as the actors, character modeling and movements. This will bring to high budget production period which is contra to the development using 2D animation. It is appropriate when one person develop about 5 minutes cartoon animation within the time given.

1.6 Conclusion

In the effort to make the legendary stories of Mount Santubong “alive” again, the point of using 2D animation as the platform is the best alternative to introduce this story again. The current situation that many of us have forgotten the story acquires us to do something about this legend stories need more attention. Moreover, besides preserving the legend itself, the aim of this project is to share and introduce the story to everyone and can be used as an infotainment element to promote this story.

In the coming second section of this report which is the Literature Review and Project Methodology, it will be focused on the findings and the methodology of the project. The project requirement such as the software and hardware requirement will be stated and mentioned. For this section too, the reader will know about the project planning, schedules and milestones during the development of this project.

CHAPTER II

THE LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

The literature review and the project methodology is the section that provides the information on what the project will focus on during the project development. A literature review is an account of what has been published on a topic by accredited scholars and researchers. As a piece of writing, the literature review must be defined by a guiding concept. Besides enlarging ones knowledge about the topic, writing a literature review lets the developer gain and demonstrate skills.

In the Fact and Finding section, the developer will conduct a research that consist of collecting, studying and analyzing the resources in different media publication medium about the 2D animation issues from the books, journal, proceedings, web pages and many more. All of the findings will be elaborated with own words and then produce the hypothesis in the end.

Meanwhile, in the Project Methodology, the methodology used in the project development is the Animation Production Methodology Model. The model consists of three main phases which are the Pre Production, Production and Post Production where each phase will be described briefly in their own process.

For the Project Requirement, the software and hardware needed during the development of this project will be explained as each device and tools have their own functions. In the Project Schedule and Milestones, the project tasks for PSM I and II will be listed with the specific time and schedule made in Gantt chart for perfect project planning.

2.2 Facts and Findings

Literature Reviews summarize and evaluate research sources from a body of literature according to the purpose, or agenda, recognized in the thesis. They provide background for the discussion that follows, and a springboard for new ideas. The purpose of literature reviews is to inform others about what certain articles or books say, and to tell how valuable those findings to the developer purpose or agenda.

In this fact and findings section, the main point that will be stressed here will be the Malaysian animation itself as this project relates and relevant to the Malaysian animation industries. The research conducted will be focused on the history of the Malaysian animation and also the influence of anime towards the Malaysian animation industries instead of some preview about 2D animation software.

These will surely become an interesting agenda to be reviewed as Smith (1999) said “A transformation is involved, what were still now moves. Here we explore its place in stimulating learning.”

2.2.1 Malaysian Animation History

The Malaysian animation started slowly in the early of 20’s. The first example of animation is the “wayang kulit” or shadow play. It has articulating arms, manipulated by the “dalang” or the storyteller, who also moves the entire cutout figures in and out of the screen. Lotte Reiniger was inspired to do her “Prince Achmed” using the “wayang

kulit” forms in 1926. Incidentally, “wayang kulit” is also the first example of film in the world having a white screen on which images will appear, accompanied by the voice of the storyteller and music from the gamelan.

The real animation in Malaysia began in 1946 with the setting up of a government documentary film unit by the British in the then colonised Malaya which is now called Malaysia (Hassan Mutalib, 2004). This was possible due to the availability of some animation equipment. He also stated that the first short animation film, The Tale OfThe Mousedeer began in 1961, handled by one man, a set designer who was untrained in animation. He did all the animation and the backgrounds during his spare time with just one assistant. The film was completed in 1978, leading to the making of 5 other short films between 1984 & 1987 (The Mousedeer And The Monkey, The Mousedeer And The Crocodile, The Clever Crow, The Arrogant Rabbit And The Greedy Lion).

The government's push for the use of digital technology in the early 80s resulted in the private sector producing the first TV series in 1995. To date, 18 TV series, 3 telemovies and 3 feature films have been made which are:

Table 2.1: Animated Cartoons In Malaysia

Types of Cartoon	Titles
Films	Silat Lagenda Putih Mann Spider And The Princess Of Melaka (unreleased)
Telemovies	Nien Resurrection (3D) Skyland (3D) Kartini
TV Series	Usop Sontorian Joe Kilat Sang Wira Alif