2D ANIMATION: *KANCIL DENGAN SERULING AJAIB*

NOR HASMIDA BT ABDUL AZIZ

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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(TANDATANGAN PENULIS)

Alamat tetap:
950 Kampung Dendang Timur,
16450 Ketereh, Kota Bharu,
Kelantan.

Tarikh: 8/7/2011

(TANDATANGAN PENYELIA)

Prof. Madya Dr. Sazilah Binti Salam
Jabatan Media Interaktif,
Fakulti Teknologi Maklumat dan Komunikasi,
Universiti Teknikal Malaysia Melaka

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2D ANIMATION: *KANCIL DENGAN SERULING AJAIB*

NOR HASMIDA BT ABDUL AZIZ

This report is submitted in partial fulfillment of the requirements for the
Bachelor of Computer Science (Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2011

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DECLARATION

I hereby declare that this project report entitled

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

STUDENT : _____ Date: 8/1/2011
(NOR HASMIDA BT ABDUL AZIZ)

SUPERVISOR : _____ Date: 8/1/2011
(Prof Madya Dr. SAZILAH BT SALAM)

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DEDICATION

To Allah SWT...

To my beloved prophet, Rasulullah SAW…

To my beloved parents, Abdul Aziz Bin Latif and Asmawati Bt Hassan, sisters and brother…

To my beloved friends....

and to my best supervisor Prof Madya Dr.Sazilah Bt Salam and my evaluator Pn. Aniza Bt Othman...

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ABSTRACT

The purpose of this project is to develop a 2D animation entitled *Kancil dengan Seruling Ajaib*. This 2D animation is deliver an educational and entertainment together through a folk story. The target audience is children age 5 to 12 years old. It can be uses as a device to deliver the moral values and to attract the children to be familiar with Malay folk stories. This folk story is about the cleverness of a mouse deer in cheating a tiger. The story begins with a tiger who wants to eat a mouse deer. But due to the cleverness of the mouse deer, it managed to cheat the tiger about the ownership of a *'seruling ajaib'* by Raja Sulaiman. This 2D animation is developed to preserve and enhance existing Malay folk stories by applying special effects in 2D animation and integrated with live environment. The methodology that used in this 2D animation is multimedia production process. Details of the current system approach and problem analysis are explained in this thesis. From this animation, it can reduce the problem to understand the storyline of the story. The contribution of this animation is to preserving folk stories in new media integration of visual effects consisting of 2D animation and real images or video images. Hopefully this animation can give the awareness for children to appreciate the Malay folk story.

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ABSTRAK

Tujuan projek ini adalah untuk membangunkan animasi 2D yang bertajuk Kancil dengan Seruling Ajaib. Animasi 2D ini adalah untuk menyampaikan kandungan pendidikan dan juga hiburan kepada kanak-kanak. Animasi 2D ini menerangkan tentang cerita rakyat terutamanya kepada kanak-kanak. Tambahan lagi ia adalah salah satu alat untuk menyampaikan nilai-nilai murni dan juga untuk menarik minat kanak-kanak mengetahui cerita rakyat ini. Cerita ini mengisahkan tentang kebijaksanaan kancil menipu harimau. Dengan kebijaksanaan kancil dia telah menipu harimau tentang kewujudan seruling ajaib yang dikatakan milik Raja Sulaiman. Di samping itu, pendekatan keadah *multimedia production* telah digunakan untuk membangunkan projek 2D animasi Kancil dengan Seruling ajaib. Pendekatan yang digunakan untuk analisis masalah telah dijelaskan secara terperinci dalam projek ini. Melalui animasi ini, dapat mengurangkan masalah untuk kanak-kanak memahami kandungan cerita. Sumbangan dalam animasi ini adalah untuk memperkenalkan teknologi baru integrasi media, iaitu kesan visual yang terdiri daripada animasi 2D dan video. Semoga animasi ini boleh memberi kesedaran kepada kanak-kanak untuk menghargai cerita rakyat Melayu.

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LIST OF ABBREVIATIONS

2D	-	2 Dimensional
.swf	-	Shockwave flash
.avi	-	Audio video interleave
fps	-	Frame rate per seconds
MPEG	-	Moving Picture Experts Group
JPEG	-	Joint Photographic Experts Group
TV	-	Television
3D	-	3 Dimensional
CD	-	Compact Disk
DVD	-	Digital Video Disk
CS4	-	Creative Suite 4
HDTV	-	High Definition of television
svg	-	Scalable Vector Graphics
emf	-	Enhanced metafile
cdr	-	CorelDraw
dxf	-	Drawing Interchange File
gif	-	Graphic Interchange Format
bmp	-	Bitmap
png	-	Portable Network Graphic

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LIST OF APPENDIXES

APPENDIX	TITLE
A	Gantt Chart
B	Questionnaires
C	Storyboard
D	Script

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CHAPTER I

INTRODUCTION

1.1 Project Background

The suggestion for this project which is 2D animated about folk story. The folk story that would like to develop which is *"Kancil dengan Seruling Ajaib"* this story has been chosen because to attracts the children to know this folk story. This is story about the cleverness of mouse deer to cheat the tiger. A story begin when a tiger who want to eat mouse deer. Meanwhile with the cleverness mouse deer cheat the tiger about the ownership of Seruling Ajaib by Raja Sulaiman.

Nowdays many of children do not know the folk story as well. With this 2D animation can deliver the moral value and message to audience and promote the Malay story. This animation will used a book style storyline as the concept and animation to make the difference from other it will be present like book. This animation is difference from other because it will present like book and with animated character.

The animation techniques that used to develop this 2D animation are frame by frame technique and also use motion tweening to animate the character. When developing the animation, the principle of 2D animation also can be applied in this 2D

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animated is timing. It can apply the movement of the character tiger and the other technique like anticipation, follow through and overlapping action.

The uniqueness of my project is to bring out the folk story from comic to 2D animation. It is because Malaysian folk story does not have in cartoon and entertain in television. Recently, the children does not like read folk book, they want something new like cartoon and animation. Hence, the 2D animation has been chosen to develop a folk story. It also can make a user or children interested to watch it. Besides it can deliver a moral value message from a folk story. This 2D animation will also add some real element in 2D animation.

The Malaysian folk story is a way to teach children about good example and behavior that they can apply for their daily life to be a good person. Also, it can give the good guidance especially for the children who are watching this animation so that they can make the decision wisely in their life. In addition, it can promote our Malay culture or story more than the cartoon network.

The target user for this animation is especially school student who are curiosity to watch a cartoon. This animation also can be used by student in library and for kindergarten teacher to show this animation for their student.

1.2 Problem Statement

Most of the current folk story in Malaysia is delivered by using traditional book and also e-book. The plot of the story is presented by using the graphic and text. With the e-book, the user need to read the text and graphic did not animate for this situation.

This traditional comic book is only using static image and no apply animation technique in comic. This animation technique also can make user more understanding

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and visualize the plot of the story clearly. Mostly in market just only have 2D animation and does not have the combination of real element in 2D animation.

At the end of this project it will preserve the Malay folk story to be memorizing for all the generation and not to be extinct by aged. It is because the story *"Kancil dengan Seruling Ajaib"* is one of the Malay folk story and good from their message and moral value. The existing folk book is not interesting to children compare to cartoon because cartoon has animation of character, sound, lighting and so on. The current book more look like traditional comic book it contain more word, image which may illustrate the text to affect the story. The current comic format just has in book only and not in digital format.

1.3 Objective

The objectives of the project are as listed below:

i. To design and develop Malay folk story which is *"Kancil dengan Seruling Ajaib"* in 2D animation.

ii. To apply special effect in 2D animation to integrate with live action or movie.

iii. To evaluate the preserveness of existing story by using new technology.

1.4 Scope

The target user for this project is the school children between 5 until 12 years old. The target is for children because who are interested to watch the cartoon it help to kids to love watch this 2D animation. The product will deliver by CD format and also can publish in television or standalone. The story which is "*Kancil dengan Seruling*

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Ajaib" will be delivering an animation with live action movie and sound of character. It can make the folk story interesting than standard comic book. The duration for this 2D animation *"Kancil dengan Seruling Ajaib"* is around 3-5 minutes. The language is used in this 2D animation is Malay language.

The modules that have to develop this 2D animated are storyline, design character, sound record and animate. The storyline stage is draft the storyboard and storyline of the folk story. Then for the design character is after doing the storyboard and trace into the flash. After that animate and match the sound for the character for the project.

1.5 Project significance

This project is important to improve the style of e-book of delivering the folk story of Malaysia other than story books. Hope that the animation is more attractive to children and people of all ages who want to watch this animation product. Beside that the good guidance in this story it best for the children who are watched this animation. For the parents this is important to teach their children about morality using this 2D animation where nowadays children mostly like to watch cartoons animation. This product can deliver for the children, parents and teacher to awaken the new generation to be lovely to watched folk story rather than cartoon network.

Mostly the folk story present by book or e-book, with this 2D animated it can improve from the delivery product like the technology using. It also to apply special effect in this 2D animation with integrates live action or movie. Before that it deliver by static image, then with this animated it picture can animate.

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1.6 Conclusion

In conclusion, the effort to make this animation of *"Kancil dengan Seruling Ajaib"* can make interesting cartoon for the entire target user especially for the children. With improve from the book to be an animated come hoped that objective can achieve to make the folk story one of the popular cartoons.

For the next chapter, we will look into literature review and methodology of the project. There are also the introduction of the second chapter, facts and finding of the related topic to it, domain about the related system, existing system which is explanation and comparison about the current system with the new system will be develop, technique, the methodology used develop the project.

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CHAPTER II

LITERATURE REVIEW & PROJECT METHODOLOGY

2.1 Introduction

The literature review and project methodology is the section that provides the information of project focus on during the project development. The literature review means that the researchers accredited their research on a related topic and publish. With this literature review, it can help the research process based on the related article that has done by the researchers. Literature review has many types such as a journal, article, paper cutting and others. Literature review also refers to searching, collecting, analyzing, and drawing conclusion from all debates issues raised in relevant of literature.

According to the research, process methodology is defined as "a body of practices, procedures and rules used by those who work in a discipline or engage in an inquiry". Methodology also known as a set of procedures or methods that used for conduct the research. There are two types of the research methodology with are qualitative and quantitative. The qualitative data are interview, direct observations, survey, and analysis of documents and material. Multimedia production process methodology is used for this project.

In addition, the description of hardware and software use to build the project also will be explain in this chapter.

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