

BORANG PENGESAHAN STATUS TESIS

JUDUL: ANIMATED COMIC – THE LEGEND OF HANG TUAH

SESI PENGAJIAN: 1 - 2006/2007

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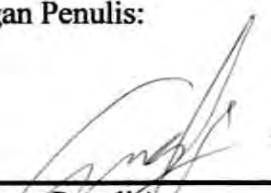
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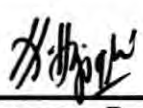
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**ANIMATED COMIC – THE LEGEND OF HANG TUAH USING FRAME BY
FRAME ANIMATION TECHNIQUE**

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**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
2007**

DECLARATION

I hereby declare that this project report entitle

ANIMATED COMIC – THE LEGEND OF HANG TUAH USING FRAME BY FRAME ANIMATION TECHNIQUE

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

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ACKNOWLEDGEMENTS

Bismillahirrahmannirrahim.

Firstly, Alhamdulillah and Thank You Allah S.W.T that finally I had been finished my PSM II.

I would like to take this opportunity to thank my PSM supervisor, En Muhammad Haziq Lim Abdullah for his guidance throughout the period of PSM. I am much appreciating his assistance and all the valuable knowledge provided in helping me to complete the documentation.

Special acknowledgement and appreciation to my parents, Mohamed bin Osman and Fauziah binti Kassim and not forgetful to my adored family members for their moral support, full understanding and patience to be completion of my final year project.

Finally, I wish to thank to my work partner, classmate and all friends for their cooperation, comments, advised contribution and support. I also express my deep gratitude to those who directly or indirectly helped me in completing this PSM documentation.

May ALLAH S.W.T always bless you. Wassalam.

Thank you.

ABSTRACT

An animated comic title The Legend of Hang Tuah is a new support medium for history material and it is focus to student age 13 until 18 years old. Using a animated comic concept, this project will give a patriotism spirit to Malaysian public. An animated comic project develop using frame by frame animation technique with multimedia production process methodology that story about the legendary of malay warrior. The story for this animated comic is focus on the fight scene between Tuah and Jebat. At the last, Hang Jebat was killed by Hang Tuah with Tamingsari.

ABSTRAK

Komik animasi bertajuk “The Legend of Hang Tuah” ini adalah merupakan sebuah medium baru bagi mengenali sejarah Negara khususnya untuk pelajar lingkungan usia 13 hingga 18 tahun dalam pembelajaran sejarah. Dengan berasaskan konsep animasi komik, projek ini dijangkakan mampu memberikan kesan yang baik terhadap semangat patriotik dikalangan rakyat Malaysia. Projek ini akan dibangunkan dengan menggunakan teknik animasi *frame by frame* dan juga metodologi produksi multimedia yang akan menceritakan tentang hikayat hidup laksamana melayu iaitu Hang Tuah. Penceritaannya pula bertumpukan kepada plot pergaduhan antara Tuah dan Jebat. Dan akhirnya Hang Jebat mati di tangan Hang Tuah yang menggunakan Tamingsari.

TABLE OF CONTENTS

CHAPTER	SUBJECT	PAGE
	ACKNOWLEDGEMENTS	i
	ABSTRACT	ii
	ABSTRAK	iii
	TABLE OF CONTENTS	iv
	LIST OF TABLES	vii
	LIST OF FIGURES	ix
	LIST OF ABBREVIATIONS	xi
CHAPTER I	INTRODUCTION	
	1.1 Project Background	1
	1.2 Problem Statement	2
	1.3 Objective	2
	1.4 Scopes	3
	1.5 Project Significance	3
	1.6 Expected Output	4
	1.7 Conclusion	5
CHAPTER II	LITERATURE REVIEW AND PROJECT METHODOLOGY	
	2.1 Introduction	6
	2.2 Fact and Finding	7
	2.2.1 Domain	7
	2.2.2 Existing System	7
	2.2.3 Technique	13
	2.2.3.1 2D animation technique	14

2.3 Methodology	18
2.4 Project Requirement	20
2.4.1 Software Requirements	20
2.4.2 Hardware Requirement	20
2.5 Project Schedule and Milestones	21
2.6 Conclusion	23
CHAPTER III ANALYSIS	
3.1 Introduction	24
3.2 Problem Analysis	24
3.3 Requirement Analysis	26
3.3.1 User Centered Design	26
3.3.1.1 Animation Technique	26
3.3.1.2 Detail content of Project	27
3.3.1.3 Storyline	27
3.3.1.4 Character Profil	29
3.3.1.5 List and Detail of Character	31
3.3.1.6 Background Scene	32
3.3.2 Other Requirement	34
3.3.2.1 Software requirement	34
3.3.2.2 Hardware Requirement	35
3.4 Conclusion	36
CHAPTER IV DESIGN	
4.1 Introduction	37
4.2 Scene Sequence	37
4.3 Preliminary Design	39
4.3.1 Plan	39
4.3.2 Storyboard Design	40
4.3.3 Script	55
4.4 User Interface Design	61
4.5 Output Design	62
4.6 Conclusion	63

CHAPTER V IMPLEMENTATION

5.1 Introduction	64
5.2 Production of Implementation	64
5.2.1 Production of Text	64
5.2.2 Production of Graphic	66
5.2.3 Production of Audio	67
5.2.4 Production of Animation	69
5.2.5 Process of integration	70
5.3 Production Configuration Management	72
5.3.1 Configuration Environment Setup	72
5.3.2 Version Control Procedure	72
5.4 Implementation Status	74
5.5 Conclusion	76

CHAPTER VI TESTING

6.1 Introduction	77
6.2 Test Plan	77
6.2.1 Test User	78
6.2.2 Test Environment	78
6.2.3 Test Schedule	79
6.2.4 Test Strategy	80
6.2.5 Test Implementation	80
6.2.5.1 Test Description	80
6.2.5.2 Test Data	81
6.3 Test Result and Analysis	82
6.4 Conclusion	83

CHAPTER VII PROJECT CONCLUSION

7.1 Observation on Weaknesses and Strengths	84
7.1.1 Project Weaknesses	84
7.1.2 Project Strengths	84
7.2 Propositions for Improvement	85

7.3 Contribution	85
7.4 Conclusion	85
BIBLIOGRAFI	86
REFERENCES	87
APPENDICES	88

LIST OF TABLES

TABLE	TITLE	PAGE
2.1	Animated Comic “Legend of Hang Tuah” milestone	21
3.1	Character Comparison	30
5.1	Text Production	65
5.2	Drawing Module	74
5.3	Digitize Module	74
5.4	Tracing and Coloring Module	74
5.5	Animate Module	75
5.6	Sound Production Module	75
5.7	Integration Module	75
6.1	Hardware Requirement	79
6.2	Software Requirement	79
6.3	Test Schedule	80
6.4	Level of Class Test	81
6.5	Test Data student (13-18 years)	81
6.6	Test Data UteM interactive media student	82
6.7	Testing Result	82

LIST OF FIGURES

DIAGRAM	TITLE	PAGE
2.1	Screen shot of main menu for Hikayat Hang Tuah e-comic	8
2.2	Screen shot of Hikayat Amir Hamzah e-comic	8
2.3	Screen shot of Hikayat Merong Mahawangsa e-comic	9
2.4	Screen shot of Hikayat Syah Mardan e-comic	9
2.5	shot of navigation button that have in Hikayat Hang Tuah	10
2.6	Screen shot of Broken Saint animated comic	12
2.7	Screen shot of The Misfits of Society animated comic	12
2.8	Patent drawing for Fleischer's original rotoscope	14
2.9	South Park screen shot	15
2.10	Motion capture technique in progress	17
2.11	Stop motion technique used in film	18
2.12	Multimedia production process methodology	19
3.1	Current Hang Tuah comic in market	25
3.2	Hang Tuah character design	29
3.3	Hang Jebat character design	30
3.4	Hang Tuah hut illustration	32
3.5	Bendahara with Hang Tuah scene	32
3.6	Hang Tuah with Sultan scene	33
3.7	Illustration of Hang Tuah and Hang Jebat fighting scene	34
4.1	Scene Sequence Diagram	37
4.2	Plan of the animated comic project	39
4.3	Script for the animated comic	55
4.4	User interface for animated comic	61

4.5	Animated comic output design	62
5.1	Graphic production diagram	66
5.2	Vector image in graphic production	67
5.3	Audio production diagram	67
5.4	Audio editing using sound forge	68
5.5	Animation production diagram	69
5.6	Frame by frame animation technique	69
5.7	Tween motion animation for background	70
5.8	Process of integration diagram	71
6.1	Testing graph	83

LIST OF ABBREVIATIONS

CD	-	Compact Disk
DVD	-	Digital Video Disk
2D	-	Two dimension
CGI	-	Computer generated imagery
KBSM	-	Kemahiran Bersepadu Sekolah Menengah

CHAPTER I

INTRODUCTION

1.1 Project Background

This project is to develop an animation comic to deliver the information about Malaysian history based on Malaysian public literature. Most of the 2D animations nowadays used the same concept. Therefore, this animated comic used a comic style storyline as the concept and animations to make this comic deference from the other ordinary 2D animation and much entertain to watch. “Animation is the production of consecutive image, which, when displayed, convey a feeling of motion. Animated images are almost magical in their ability to capture our imagination” (Jessica K. Hodgins el al, 2003).

Using Malay legendary warrior such as Hang Tuah as a subject, this project will show the real Malay culture to every plot that have in this project such as Malay building structure, Malay dress, Malay instrument and Malay martial art as we know silat.

The current animated comic is too simple such as no adding sound, no camera movement, no lighting, and no effect added. Its make the current animated comic is more like a conventional comic but it only in digital format and this project as a new approach for 2D animation using comic concept.

1.2 Problem Statements

The current comic is only using static image that deliver the story to user. There is no animation technique apply to the comic. The animation technique can make user easier to understand and visualize the plot of the story very clearly and interesting. Beside that, Malaysian public literature in digital format as a reference for public is limited.

The current 2D animation today is using same concept. If the same concept of animation still use now, the audience will bored with the presentation and the information not deliver successfully. Using comic concept for 2D animation to replace the old animation concept, the presentation for the story can became more fun, simple and the information can deliver successfully.

There are only few Malaysian public literature that be animated or deliver in comic style. By referring to story book, its difficult to imagine or deliver the information's and need more understanding and concentration from the users. With an animation in Malay literature, users or viewer can watch and understand the storyline better then read it.

1.3 Objective

The objectives for this project are:

- i. To develop an animated comic about Malaysian public literature. Compare with conventional approach, this new approach is more fun and easy to understand.
- ii. To digitize The Legendary of Hang Tuah public literature. With this, the new Malaysian generation will learn about malay legendary in digital medium.
- iii. To use comic concept in 2D animation presentation to deliver Malaysian public literature.

- iv. Using one of the multimedia element such 2D animation as an approach to deliver the message to the target audience with including multimedia element such as graphic, sound and animation.

1.4 Scope

The project scope is for public user but it is more specific for primary student age between 13 to 18 years old. The story for this animated comic is about Malay warrior “Hang Tuah” as a Malay symbol.

For this animation, this animated comic is using a simple 2D animation. It is suitable with animated comic concept but it can grab the user with the storyline, coloring format and stroke that use for this project. The story delivers using comic style with comic element such as frame, bubble, text and graphic but for animated comic, new element such as sound, button and animation must be adding to make it interesting. This animated comic is deliver using computer and it is stand alone deliverable because it is linear 2D animation presentation. These projects have 3 phases of the Hang Tuah story. The first phase is about a child age of Hang Tuah with his friend against pirate. The second phase is story about Hang Tuah in his glory age, and the last chapter about Hang Tuah and his close friend, Hang Jebat fighting scene. To complete the *Projek Sarjana Muda* subject, the last chapter has been chosen to develop and visualize in animated comic. The duration for this animated comic is about 3 minutes.

1.5 Project Significance

The significance for this project is, the animated comic can be a public reference for Malaysian public literature in digital format. Today, the literature is deliver using storybook or film presentation. With that, its needed higher cost to

publishing and film production making. By using digital format such as an animated comic, the information is easier to deliver to user with minimum cost.

Other that, this project will introduce the Malaysian new generation to the Malay culture because of every plot that have in this project such as Malay building structure, Malay dress, Malay instrument and Malay martial art as we know silat.

The animated comic also can manure the patriotism spirit into the youngster and teenager. With a good storyline based on Malaysia public literature, the child and teenager know about Malay glorious age at the past time with the illustration and animation that have in animated comic.

1.6 Expected Output

From this animated comic project, this project expects to become a digital reference for Malaysian public literature especially for the legendary malay warrior story, Hang Tuah. With this project, the number of Malaysian public literature in digital form can be increase.

Therefore, this project also can boost up an animation product in Malaysia. Like we know, an animation in Malaysia slowly growth but it other country such as United State and Japan is rapidly growth.

This animated comic also can replace the conventional approach for comic that only using still image to deliver the message. Compare with current comic in market, with combination of animation, graphic sound and text, the animated comic is more fun, simple and easy to understand the story that deliver.

1.7 Conclusion

As a chapter conclusion, the problem statement, objectives, scope, project significance and expected output are being identified in order to develop the system that will be used by the target users.

After finishing this chapter, it will bring to the second chapter that is the literature review and project methodology. In the second chapter activities to be develop are introduction of the second chapter, fact and finding, 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, project requirements which are software, hardware and others requirement will be use in development, project schedule and milestone about the planning of the whole development project and conclusion about literature and project methodology.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

The literature review is about summarizes, interprets and evaluates existing literature or published material in order to establish current knowledge of a subject. The purpose for doing so is relates to ongoing research to develop that knowledge. The literature review may resolve a controversy, establish the need for additional research and define a topic of inquiry.

For this chapter, the methodology is the important guide to develop project. By define suitable methodology driven that can help on managing project wisely. By determine the project requirement to pre define scope. Beside the project milestone and schedule also need to specify as a reference on next project development phase.

In this chapter, three different current animated comic was identify. All of these systems use the different concept and method to deliver the story to user.

2.2 Fact and Finding

This section will be discussing about the domain of this project, the existing system and finally the other techniques that applicable used in to develop this project.

2.2.1 Domain

Domain for this project is a 2D animated comic. 2D animation is the 2 dimension sequence images that be combined to create the movements and comic is a medium to deliver the information using cartoon approach. For this project, both element of 2D animation and comic are combine. These projects are using the comic concept to deliver the information for the 2D animations.

“Animation is the production of consecutive image, which, when displayed, convey a feeling of motion. Animated images are almost magical in their ability to capture our imagination” (Jessica K. Hodgins el al, 2003).

By using a comic style technique deliverable, the deliver process for this Malaysian public literature become much easy to understand because of the simplicity and easy to imagine the situations for each plot from the story.

2.2.2 Existing System

There have three different current animated comic was define. All of these systems use the different concept and method to deliver the story to user.

i. Hikayat Hang Tuah DBP Comic

Now a day, Dewan Bahasa dan Pustaka attempt to adaptation *Hikayat Hang Tuah* into the comic concept for education. With a perfect graphic and coloring, the story is delivering with a good presentation to reader. The other stories that using comic concept approach produce by Dewan Bahasa dan Pustaka such as *Hikayat Merong Mahawangsa*, *Hikayat Syah Mardan* and *Hikayat Amir Hamzah*.

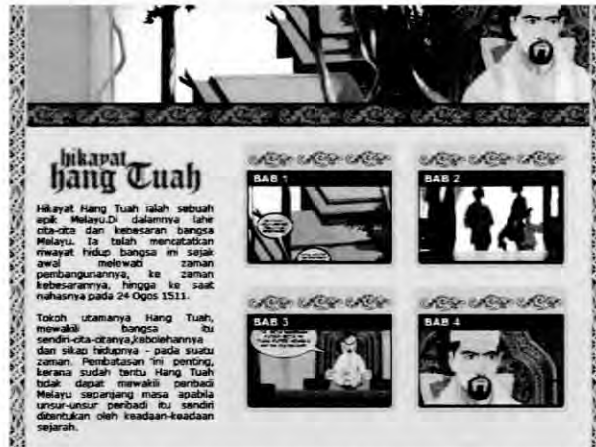


Figure 2.1: Screen shot of main menu for *Hikayat Hang Tuah* e-comic

Based on Figure 2.1, the screen shot showed an e-comic of *Hikayat Hang Tuah* produce by Dewan Bahasa dan Pustaka.



Figure 2.2: Screen shot of *Hikayat Amir Hamzah* e-comic

Based on Figure 2.2, the screen shot showed an e-comic of *Hikayat Amir Hamzah* produce by Dewan Bahasa dan Pustaka.



Figure 2.3: Screen shot of Hikayat Merong Mahawangsa e-comic

Based on Figure 2.3, the screen shot showed an e-comic of Hikayat Merong Mahawangsa produce by Dewan Bahasa dan Pustaka.



Figure 2.4: Screen shot of Hikayat Syah Mardan e-comic

According to Figure 2.14, the screen shot showed an e-comic of Hikayat Syah Mardan produce by Dewan Bahasa dan Pustaka.

Based on Hikayat Hang Tuah book created by Tun Sri Lanang, the comic was presenting a lot of story about the glorious age of Malay. From that book with old Malay language, the comic illustration approach with new adaptation of language can make user easier to understand the story and make the learning process become fun.

Comics have some great uses in the classroom and in a variety of curricula. From pre-readers to high school students, from English to ESL to Science and Math, comics can help students analyze, synthesize and absorb content that may be more difficult when presented in only one way (Charles Thacker, 2007).

The Hikayat Hang Tuah produce by Dewan Bahasa dan Pustaka was publishing in two different ways, one in printed comic that same like other comic in market and the other one is in e-comic format that publish in www.karyanet.com.my. This Hikayat Hang Tuah e-comic, have 4 different chapters that publish by Dewan Bahasa dan Pustaka. First chapter is story about the history of Sang Sapurba, the second chapter is story about Sang Maniaka that given Sultan title in Bentan. The story of Hang Tuah with his friend is in third episode. In this episode, the story telling about Hang Tuah with his friend Hang Jebat, Hang Kasturi, Hang Lekir and Hang Lekiu fight against pirate. The last chapter of this comic is story about the glory age of Hang Tuah.

For e-comic, the comic is presenting in digital format and its publishing using internet and in interactive way. No animation technique used for this e-comic. The main page of this comic is showed the selected chapter menu. After user click to the selected chapter, it will go to the chapter page that contains an e-comic. To navigate to the next page of the comic, user need to click button situated below of the comic frame.



Figure 2.5: Screen shot of navigation button that have in Hikayat Hang Tuah