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JUDUL: "PERLUMBAAN KEDUA" USING 2D ANIMATION

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^ Tesis dimaksudkan sebagai Laporan Projek Sarjana Muda (PSM)

"PERLUMBAAN KEDUA" USING 2D ANIMATION

WAN MOHAMAD REDZA BIN WAN MAMAT

This report submitted in partial fulfillment of the requirement for the
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2005

DECLARATION

I hereby declare that this project report entitled

"PERLUMBAAN KEDUA" USING 2D ANIMATION

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

STUDENT : _____ Date: _____
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SUPERVISOR : _____ Date: _____
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DEDICATION

To my beloved parent, thanks for giving me hopes and supports to finish this project. For all the words and for all the smiles, I thank you. And for the success of this project, it is all because of both of you and always for both of you.

Thanks.

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ABSTRACT

Projek Sarjana Muda is a required subject of the final year of student in Kolej Univeristi Teknikal Kebangsaan Malaysia. (KUTKM). For PSM, each student needs to come out with a project. The project that has been chosen to be developed is a 2D animation project called "Perlumbaan Kedua". "Perlumbaan Kedua" is a moral story that delivered using animation method. This story is a sequel story from the famous story "Sang Arnab dan Kura-kura". This story will take the place a few generations after the first race between the rabbit and tortoise where the tortoise has won the race. The new story begins when a young rabbit try to pick a fight with a young tortoise and ended after they settled the fight in a race. There are lots of objectives that want to be achieved from this project such as to deliver a moral story in using animation and to attract the children to watch and put interest in moral stories. From the beginning phase of this project until the end of project development, there are lots of activities done such as doing researches, analyze the project, implementation and testing. All of the activities done has given lots of experience and knowledge and give a clear view about how a project is developed from the beginning until the end. This project also has given lots of new knowledge and skills in developing a 2D animation. It is best to be said that PSM will be a great experience for the students to compete in the in the new world after graduation.

ABSTRAK

Projek Sarjana Muda adalah satu subjek wajib yang perlu diambil oleh pelajar-pelajar tahun akhir di KUTKM. Untuk PSM, setiap pelajar perlu perlu membangunkan sebuah projek. Projek yang telah dipilih adalah sebuah animasi 2D yang berjudul Perlumbaan Kedua. Perlumbaan Kedua ialah sebuah kisah teladan yang ingin disampaikan melalui kaedah animasi. Kisah ini adalah sambungan daripada sebuah kisah teladan yang terkenal iaitu "Sang Arnab dan Kura-kura". Cerita ini berlaku beberapa generasi setelah berakhirnya perlumbaan yang terkenal di antara arnab dan kura-kura satu ketika dahulu yang mana dalam perlumbaan pertama kura-kura telah memenangi perlumbaan tersebut. Cerita ini bermula setelah seekor arnab mencari gaduh dengan seekor kura-kura dan berakhir setelah pergaduhan tersebut diselesaikan melalui sebuah pertandingan lumba lari. Banyak objektif yang ingin dicapai oleh projek ini. Antaranya ialah mencuba kaedah menyampaikan cerita-cerita moral melalui animasi dan juga sebagai satu percubaan untuk menarik minat kanak-kanak untuk menonton cerita-cerita teladan di samping memupuk minat mereka ke arah kisah-kisah teladan. Dari awal pembangunan projek ini sehinggalah ke penghujung projek ini, banyak aktiviti-aktiviti yang telah dilakukan seperti membuat kajian, melakukan analisa ke atas projek dan juga menguji produk. Kesemua aktiviti tersebut telah banyak memberi pengetahuan dan pengalaman di samping memberi gambaran yang jelas tentang bagaimana sesebuah projek dibangunkan. Projek ini juga banyak memberi kemahiran tentang pembangunan animasi 2D. Sesungguhnya, PSM telah banyak memberi pengalaman dan bekalan untuk digunakan di alam pekerjaan kelak.

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PSM	-	Project Sarjana Muda
KUTKM	-	Kolej Universiti Teknikal Kebangsaan M'sia
FTMK	-	Fakulti Teknologi Maklumat dan Komuikasi
2D	-	2 Dimension
PC	-	Personal Computer
CD	-	Compact Disc

CHAPTER I

INTRODUCTION

1.1   Project Background

The history of 2D animation has begun since the early civilization of mankind. In the circa 2000 B.C. comic strip can be found in Egyptian walls. Since the beginning, early people already tried to capture a sense of motion in their Art. During 1828, Paul Roget invented "thaumatrope" which demonstrate a principle: The persistence of vision. After which two inventions came to further cause animation which are "Phenakistoscope" by Joseph Plateau in 1826 and "zoetrope" by Pierre Desvignes in 1860. Thomas A. Edison developed the motion camera and projector: the other people who came after that provide the first practical machine means of making animation. Even still the animations were done in the simplest means.

As this goes for the early history of 2D animation, the development for 2D animation field has been in a rapid process of growth. New technologies have been created and used in 2D animation cartoon which has increased the capability and quality in 2D animation production. Also the 2D animation has been wisely used and developed in the whole world and this condition has made the animation style is differed between each countries and regions.

For decades, cartoons have been a very interesting entertainment and have been able to attract viewers from different races, countries, region and stages of ages. Nowadays, cartoons have been developed in many genres; from the comedy, horror, terror and also for the cause of educational program.

The project that has been developed will be on educational purpose cartoon. This project is basically a cartoon animation or 2D animation called "Perlumbaan Kedua". "Perlumbaan Kedua" is a short cartoon or animation that will be presented in linear presentation for about 5 minutes. "Perlumbaan Kedua" is developed based on one of a famous Malaysian traditional story called "Arnab and Kura-kura". "Perlumbaan Kedua" is a sequel story of "Arnab dan Kura-kura" story where the story happened a few generations after the first race between "Sang Arnab" and "Kura-kura".

The story will have three main characters which are the young rabbit, young tortoise, and old tortoise. The whole story is mainly focused on the three main characters. The story will be on the second race of the new generation for the rabbit family and the tortoises. The story will be on how the tortoises will hold their victory's record and how the rabbits want to prove that they are faster than the tortoises. The story starts when a young rabbit and a young tortoise quarrel about the last race between their ancestors where the tortoise has win the race. This time the rabbit challenge the tortoise for another race. The tortoise accepts the challenge and the date, place and regulation has been set. There are a lot of things happen before the race including some tragedy that occur on the tortoise and rabbits preparations. This animation will have a lot of moral stories in it and a lot of issues to be thought about.

This project is suitable for learning and teachings and also for cultural preservation program. This project will be developed as one of the efforts on protecting our culture and to give early exposure the young generation especially about our traditional and cultural element. This story is suitable to be used by the parents for their kids, the teachers for their students and also for the Ministry of Cultural and Tourism as one way to promote our traditional stories. This story never been developed in animation

version before by any other person and it is hoped that this project will bring a lot of benefits to all.

1.2   Problem Statement

Based on the Malaysian 2D animation or cartoon production history, we can see that there has been a lot of development from our first 2D animation until now. We have the first generation of our 2D animation like "Usop Sontorian" and "Keluang Man". Then, we have been through a lot of rapid development and it come the "Puteh" which is much better than the first generation.

"Perlumbaan Kedua" as have been stated before is a story based on Malaysian traditional stories. The traditional stories are well-known for their purpose of giving good examples and advices. Traditional stories also contain moral of the stories which can be gained by the listeners and readers at the end of those stories. As we can see, there are a lot of benefits and significances of the traditional stories. Before this, the traditional stories are mostly been presented with oral presentation. That was not a good way to present the stories as the listener can easily forget about the stories and also cannot obtain the message that want to be presented from the stories.

Traditional stories are best to be exposed to the young generation as they can learn a lot of morality issues from the stories. Young generations are well-known for their interest in something attractive and can easily lose their interest for activities such as reading and listening. A lot of parts were missing in the educational and teaching purpose due to the traditional stories presentation using books and orals.

The traditional stories presented by books have many weaknesses such as this style will need the users or readers read the book. This mean the reader will have to do something that is for some people not an interesting way to understand a story. The book

also may come in non-graphic style or text-based only which means there will have chance for the readers to loose their interest to continue reading the story. Other story books also have put some graphic in the books to make the book more interesting, but without any movement of the graphics, the story also can be so dull.

Due to those circumstances, the true purpose of the traditional stories cannot be achieved. To overcome those problems, the idea of presenting the traditional stories with the new attractive ways which is using the 2D animation is a good idea. By presenting the traditional stories using animation, this effort will bring a new breath to our traditional stories and heritages where it will not only attract the young generations (kids) but also other level of generations especially the teenagers.

Before this, it's not to be denied that there were also some traditional stories that have been presented or converted into 2D animations but the project that will be developed is a new story that has never been done using 2D animation. Apart from that, this project will be using a different development platform from the recent traditional stories animation in Malaysia that is hoped to improve certain parts of the recent traditional stories animations.

The project that will be developed is not to be compared to the professionally-developed animations which have been developed through a very long time researches, developing times and also teams with a lot of specialist, but just to improve on a little conditions and parts of 2D animation that will be focused based on the researches that have been done in next chapter

1.3   Objectives

As "Perlumbaan Kedua" can be categorized as a traditional stories, the objectives for this project are basically and mostly the same with the traditional story itself. As for

the traditional stories, it is created to give good messages and advices and also teachings on moralities, this story also share the same objectives. There are a few objectives that are hoped to be achieved through this animation story which are:

- To give a new breath to our traditional stories which is by using a new way and method of presenting the traditional stories using multimedia tool (2D animation).

- To build characters that can present the true purpose of this story effectively. This can be done by creating different personalities or characteristics to each character which contain their own value of morality.

- To create a story that can deliver meanings as a good teaching to all of the users or viewers of this animation story.

- To receive viewers' acceptance of this story as a moral story as this is a new story that hasn't been developed in 2D animation before.

1.4   Scopes

"Perlumbaan Kedua" will be developed on a short 2D animation story. The story will be presented for about 5 to 10 minutes. The reason why the story cannot be presented for a longer time is to prevent the viewers from getting bored. Apart from that, it is also to make sure that the true purpose of this animation or story is effectively being achieved by the viewers.

The main target users and viewers are the young generations (children) aged between 5 to 10 years old. This is because as a moral story, "Perlumbaan Kedua" should

be exposed to this age level. But, it is not suitable to say that this animation is only for the children because we can find that even the adults nowadays are still watching animation stories. It is really hoped that some elements that will be put in this animation can attract different generations such as the teenagers as we can see that Malaysian's teenagers now are really attracted in animation or 'anime' created by the Japanese. It is also not suitable to say that this animation will successfully attract the other age level because this animation will have lot of weaknesses compared to the international and professional's work.

The story will only concentrate on the main characters only and will not cover all of the other character that will be put in this animation where the movement, lip sync, colouring and other elements will be applied and focused to the main characters. Maybe there will be some weakness in the other characters as the result of the research that will be done will not be fully applied to them such as the character designs, colouring style, and characters animation.

The story will start with the introduction of the main characters in this story. Then, the story will focus on the cause of this race, which is the fight between the tortoise and the rabbit. After that, both the rabbit and the tortoise were scolded by their respective kings. Both of the kings then held a meeting to settle the fight and an old tortoise came in and gave an opinion to settle it with a race. The story then shows the tortoise training at a waterfall. After that, the story will focus on the race between the rabbit and the tortoise and all the things happened from the beginning until the end of the race. Lastly, the story will show what happened after the race when the old tortoise gave a speech and the rabbit and the tortoise shake hands with each other. This scene will be the end of the story.

1.5   Project Significance

As this story is going to be developed using 2D animation as the platform, it will be an interesting new way and method of presenting the moral stories. Although there were already animation stories on moral and traditional stories, but it is still a small amount of them compared to other countries. This project will help to attract different kind of ages to watch and put their interest on the moral stories. This project will help to overcome the disadvantages using oral presentation to present the moral stories. This project is also will give a new breath for the moral stories especially our national moral stories to be watch by a wider community. It is hoped that the moral stories animation will be a good and profitable industry in our country.

This project as stated before is a moral story that will contain morality issues, good advices and good examples to the users. "Perlumbaan Kedua" is significant and useful to be one of the teaching methods about morals and good deeds to the users especially the young generation. This animation will be a great help for the teachers as a tool to teach their students. This animation is also suitable to be used by the parents in their children's educational program.

This story is also good to be used as a platform to for early exposure to the young generations on our cultural and heritages that is full with manners and good deeds. This will be a good way to prevent our children from being influenced by outside cartoons and animations that are full with violence and bad influences. They will have a different kind of view about the purpose of the 2D animation development.

1.6   Conclusion

This introduction part contains briefing on the whole project that will be done. This part will give a clear view on the project that will be developed later on. This part

contains the project background, problem statement, objectives, scopes and project significance. As for the conclusion, "Perlumbaan Kedua" is a new story that is basically based and can be categorized as one of the moral stories. Although it is a new story, it also contains lots of morality issues as same the recent moral stories. By applying or presenting this stories using 2D animation, this project will bring a lot of difference to our moral stories. This project is hoped to be an effective new way to present the value of the moral stories and to make the viewers obtain most of the knowledge and teaching that want to be given through this story. This story is not only suitable to give knowledge and teaching but also to introduce our moral stories to a wider community of viewers. This project also hoped to have commercial values and can be commercialized so that it can give great incomes to our multimedia sector or industry. Lastly, it is really hoped that this project will bring and give lots of benefits to all of this animation's users and viewers.

The next chapter will be on The Literature Review and Project Methodology. This chapter will have reviews and researches to be done on related issues about the 2D animation project. There will also be stated the methodology used for the development from the beginning until the end of this project. Apart from that, the chapter will have the requirement of the project which is divided into software and hardware requirements.