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"Ejok" 2D animation short story / Rosmarina Mohamad.

"EJOK" 2D ANIMATION SHORT STORY

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This report is submitted in partial fulfillment of the requirements for the  
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**BORANG PENGESAHAN STATUS TESIS**

JUDUL: "EJOK" 2D ANIMATION SHORT STORY

SESI PENGAJIAN: 2004/2005

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(HURUF BESAR)

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## DECLARATION

I hereby declare that this project report entitled  
**“EJOK” 2D ANIMATION SHORT STORY**

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

STUDENT : *Masnia* Date: 23 November 2005

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SUPERVISOR: *Zulisman* Date: 23 November 2005

(MR. ZULISMAN BIN MAKSOM)

## **DEDICATION**

To my supervisor, assessor, beloved parents and friends

## ACKNOWLEDGEMENT

Assalamualaikum w.b.t

Allhamdulillah with Allah SWT bless, I have complete the Projek Sarjana Muda 1 (PSM 1) with successfully. I would like to thanks Kolej Universiti Teknologi Kebangsaan Malaysia (KUTKM) for given me full trust and opportunity to improve my self throughout this project. Special thanks to my project supervisor, Mr. Zulisman bin Maksom for his guidance and attentions. Thank you for spending times to me and for giving suggestions in enhancing my project lastly finishes the report. Also thanks a lot to my evaluator, Mr Ahmad Naim bin Che' Pee as in giving ideas and comments to improve my project.

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## ABSTRACT

The thesis of “Ejok” 2D Animation Short Story project was made for Projek Sarjana Muda (PSM ). The purpose of developing this project is to create a new approach for parents and teachers in educating and entertaining kids on how to be a person with smart thinking besides courtesy and good habit in enjoyable way. In this thesis report, it contains about student project progress where all activities and researches were combined together as one final report. This report will conclude the introduction of the project, the literature review, project methodology, the analysis of the project, prototype design and lastly the project conclusion. For this project, developer had done researches for getting information about 2D animation such as the history, tools that used to create a character of 2D animation, psychologies of children, kids’ behaviour, and colour that suitable for kids. An analysis is also done by undertaking an observation, questionnaires and interviews to parents and kindergarten’s teachers. This application is focuses on kids aged around four to six years old which is represent an animation story included with an interactive activities for them. Throughout the development of the project, students have achieved many experiences and knowledge from it. As a conclusion, this final report will show what the student has achieved from the research and development that was made within the PSM project.

## ABSTRAK

Tesis bagi projek cerita animasi ringkas uabg bertajuk Ejok ini disediakan adalah untuk Projek Sarjana Muda (PSM ). Tujuan utama projek ini dibangunkan adalah untuk menghasilkan satu produk yang mempunyai pendekatan yang baru kepada ibu bapa dan guru tadika dalam mendidik dan menghiburkan kanak-kanak dalam menjadi seorang manusia yang yang berfikiran bijak disamping mempunyai tingkah laku yang sopan dan beradab serta mempunyai tabiat yang baik melalui persembahan yang lebih menarik. Laporan ini meliputi pengenalan projek, kajian literature, perancangan dan metodologi projek, kajian analisa, rekebentuk awalan dan prototaip, serta kesimpulan bagi keseluruhan projek. Pelajar telah membuat kajian mengenai animasi 2D seperti sejarahnya, perisian dan perkakasan yang digunakan, psikologi kanak-kanak, tabiat dan perangai kanak-kanak serta warna yang sesuai untuk kanak-kanak. Analisa juga telah dijalankan dengan menjalankan tinjauan, soal selidik dan temubual ke atas ibu bapa dan guru tadika. Secara amnya, projek ini fokus kepada kanak-kanak yang berumur dalam lingkungan empat hingga enam tahun di mana ia akan mempersembahkan cerita animasi yang mempunyai aktiviti interaktif. Sepanjang pembangunan projek yang dilakukan, pelajar telah memperolehi pelbagai pengalaman dan pengetahuan daripadanya. Sebagai kesimpulan, laporan akhir ini akan memaparkan keseluruhan kajian dan pembangunan yang telah dilaksanakan oleh pelajar sepanjang PSM .

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**LIST OF ABBREVIATIONS**

KUTKM	Kolej Universiti Teknikal Kebangsaan Malaysia
FTMK	Faculty Information and Communication Technology
PSM 1	Projek Sarjana Muda 1
PSM 2	Projek Sarjana Muda 2
2D	Two Dimensional
3D	Three Dimensional
SME	Subject Matter Expert
CD ROM	Compact Disc Read Only Memory
MB RAM	Mega Bait Random Access Memory
CPU	Central Processing Unit
GHz	Giga Hertz
MHz	Mega Hertz
GB	Giga Byte
USB	Universal Serial Bus
HP	Hewlett Packard
DPI	Dots Per Inch
JPEG	Joint Photographic Experts Group
BMP	Bitmap
MPEG	Motion Pictures Experts Group
GIF	Graphics Interchange Format
MIDI	Musical Instrument Digital Interface
MP3	MPEG Audio Layer 3
SWF	Shock Wave Flas
WWW	World Wide Web
SP	Service Pack

**CHAPTER I:**  
**INTRODUCTION**

## CHAPTER I

### INTRODUCTION

#### 1.1 Project Background

The project is built as a requirement for PSM (Projek Sarjana Muda) and it is in hope to enhance the way of 2D animation presentation by creating a 2D animation story added with new features which are some activities for user interaction. The title of the project that has been proposed is “Ejok “a 2D Animation Short Story. This project also is a supplement or alternative method in order to add value and interactivity for parents and teachers teaching kids.

Besides, this application as well can be used by kids at home with their parent’s guidance as the first exposure to kids before entering kindergarten. During the story presentation, kids will be able explore and see the animation in the scene of animation by clicking the certain objects besides listening and watching the story. After experiencing the story, kids also can have some activities as well as pronounce some words related to the main topic.

This 2D animation story will be present on CD and it can be run with CD-ROM as a platform. It will presents as an edutainment-learning task for kids at the age around 4 to 6 years old. It will present a 2D animation story for kids about the circle of their life environment. The language that will be use in this animation story is Malay Language. It also includes a narrator to give an instruction when children choose to play an activity.

To create this 2D animation story, Macromedia Flash MX animation software is used as a technique to make an animation. Besides, Adobe Illustrator software is performs to design a character and scene environment. Furthermore, there are other software such as Swish MAX, Sound Forge 6.0, Adobe Photoshop and more software as an applicable will be used as additional software.

For this 2D animation project, research will be focus on what 2D Animation itself, psychology of children, color concept for kids, kids' behavior, other software that used to create 2D animation and many more. This research has been done as a literature review for the project development. From this project, it is hope that it will help kids to enhance their knowledge with smart thinking.

## **1.2 Problem Statement(s)**

Based on the developer observation, some of 2D animation stories in market are not achieve all the kids' requirement and interest. It is because publishers only aim the movies or stories are just for entertaining audiences. Several of them are also just want to scoop a profit from the movie that they have published. From the situation, developers come out with this type of 2D animation story.

This project will try to come out with a new type of 2D animation story product that can be more applicable from current 2D animation story that available in market and its hope that it could improve and achieve a concept of learning task process for children or kids. From the description, the developer come out with a 2D animation short story that present Ejok, a boy that have a courtesy and good habits. He also is a smart thinker which is he can learn on what he see on his life and his activities with the other peoples.

This short story can be used or presented for pre-school kids or in another word can be used for children at certain age with new approach on how to present a moral

value story for kids or children. It also is a way of teaching children on how to be a smart person with courtesy and good habits.

### 1.3 Objectives

The objectives of the project are listed as below:

- To create a new approach for parents or teacher to teach kids about the certain things that will make their mind grow with smart thinking by watching 2D animation story.
- To instill a good manners learning for kids besides enhance the kids' knowledge.
- As one of the way to educate and entertain kids on how to be a person with smart thinking besides courtesy and good habits in fun way.

### 1.4 Scopes

The scope for this project is focuses on kids at the age around 4 to 6 years old as a target audience. The main language that will be use for this project is Malay Language. Besides, this application also can be used by parents and teachers as a supplement or alternative method in order to teach kids. During the story presentation, kids will be able to learn besides listening and watching the story because after experiencing the story, kids also can have some activities as well as pronounce some words related to the main topic.

This short story will be present on CD and be able to run with CD-ROM. Approximately, the story will be presented by controlling a button when user wants to go to the next or previous scene. The storyline is based on a boy character named Ejok

that always obey to the rules and had an idea besides learning and understands about something on what he did and saw on his life and his activities with the other peoples and situation.

The main platform for this multimedia presentation will be run in Flash Player. Higher requirement is need in developing the project. Instead of using higher requirement computer, suitable software will be used to build the project. As a main platform, animation software that is Macromedia Flash MX will be used to create 2D animation. This software are performs to design and develop a character and environment included with animation besides using Adobe Illustrator CS as for creating and designing the character and background images.

There are also other software included when develop this project that are Adobe Photoshop CS and Sound Forge 6.0

## **1.5 Project Significance**

Basically, the importance or significance of this 2D animation story project is to give opportunity for student to create a 2D animation short story that have a new added value features such as an activities as a medium to deliver the message for easy understanding using new multimedia software's tools.

This project is important because by watching this 2D Animation story, the purpose of this project that is to improve learning process for kids will be achieve. Besides, it is also one of the ways to help parents or teachers to educate kids for making their mind grow with smart thinking as well have a courtesy and good habits in fun way.

Furthermore, this project is meant to attract parent buy for their children's general education because this story is proposed as a new way to teach kids or children on how to be a person that have a smart thinking, good moral value and good manner or

in other words to teach kids on how to be a clever person with courtesy and good habits in fun way. Besides that, this animation also is significance as a learning task for kids about things around them depends on their situation and their environment places.

## 1.6 Conclusion

As a conclusion, this is an elaboration a way of techniques to build a 2D animation story where it is mainly focuses on kids at the age around 4 to 6 years old as a target audience. This project is 2D animation short story that present a clever boy name “Ejok” that always had an idea and learn on what he did and saw on his life and his activities with the other peoples. This chapter contain about the project background of 2D Animation story that describes briefly an introduction of the project. Apart from that, this chapter also describe about the problem occur in current 2D Animation story.

Besides that, there are some objectives for the project to define the main purpose to develop the new 2D animation story and also the scope of project that describe who is target audience and what the task or method to fulfill their requirement. In the project significance, it describes about the important and benefit of the project that will be developed.

Next chapter will look into literature review of the project. There will be a discussion on the passed research that related to the 2D animation story for kids and subject related to it. Besides that, the methodology of the project and the action plan will be added in the Gantt Chart.