DESIGNING CHARACTER FIGURE ANIMATION SERIES FILM 10
NOVEMBER 1945 STORY FOR ELECTRONIC DIORAMA ROOM
MUSEUM SEPULUH NOPEMBER SURABAYA

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Abstract
Information media information about historical story along with the leaders and perpetrators of interest not too much, encouraging Museum Sepuluh Nopember Surabaya to develop products that make young generation more loving nation of historical story. However, the current collection actually looks monotonous and boring, especially documentary film, so the need for new audiovisual media in the form of character animation and good character designing.

In the initial design process is performed to determine the form sampling segmentation and retrieval of primary data (interviews and questionnaires) and secondary data (literature and study of existing theory). Will be determined and further analysis of design concepts available. The concept will be reduced to a few definitions are then chosen to be a keyword. From the analysis will be found a conclusion that is further summarized to be a 4-step design, namely the design of making thumbnails, rough design, comprehensive design and final design.

The results of the model sheet design or the design of each character along with detailed descriptions and explanations as the reference in the animation and coloring. Application of the keyword "Character Heorism" in various aspects of the design is an attraction that is highlighted to create a lasting impression to the audience of the movie this animated series. And strengthen the elements of education and knowledge about the characters and the actors of history, from the shape of hair, clothing, accessories, weapons, vehicles, and others within their (near) the real situation at the time.

Keyword : Animation, character design, museum sepuluh nopember, history of 10 November 1945