DESIGNING ENVIRONMENT FOR 3D MOTIVATION ANIMATION MOVIE “TRY OUT” WITH THE CONCEPT OF URBAN LIFE AND JUNIOR HIGH EDUCATION

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ABSTRACT

Junior high school graduation rate of students who take the National Examination (UN) each year is declining. This is because the low motivation of students. The authors designed a motivation medium for students through an animated film in 3D motivational packed into an animation film titled 'Try Out.

In this design, the authors focused on designing a 3D environment packaged. By using creative methods by collecting photographs of modern urban area from a variety of sources, as well as furniture and property. Then the photos were used as a reference design, this is done modeling stage and giving texture to rendering. This environment packed with realistic drawing style, detail, with the use of tone colors that are tailored to the respondent. The author hopes that the creation of this environment will be able to realize a local animated film that is not only attractive but also highly qualified and have a positive effect to motivate junior high school students so that the message can be conveyed in the film.

Keywords: environment, animation, and Try Out