DESIGNING ENVIRONMENT ANIMATED MOVIE SERIES 10
NOVEMBER 1945 STORY FOR ELECTRONIC DIORAMA ROOM OF
MUSEUM TEN NOPEMBER SURABAYA

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ABSTRACT

Information media learning about historical events ranging from the environment, the offender history to exciting locations, encouraging Museum November Ten Surabaya to develop products that make young people more loving nation of historical events. However, the current collection actually looks less diverse and mainly boring documentary collection, so the need for new audiovisual media in the form of animation and design with a good environment.

In this design process is carried out early form of sampling to determine the 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 environment along with detailed descriptions and explanations as the reference in the animation and coloring. Application of the keyword “Spirit From Historical Place” 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 environment, governance environment, property and other appropriate (close to) the real picture of the day.

Keywords: Animation, Environment Design, Museum Ten November, 10 November 1945 Surabaya Events