



## INTISARI

### **PEMBUATAN *LIBRARY ASSET* 3D ANIMASI MATAHARI, BUMI, DAN BULAN**

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Perkembangan film di Indonesia akhir-akhir ini mengalami perkembangan pesat (Alfiani dan Kurniasih, 2019), salah satu genre film yaitu film bergenre Sci Fi (*Science Fiction*). Film Sci Fi merupakan cerita fiksi yang mempunyai elemen imajinasi dan kemungkinan dijelaskan menggunakan *sciene* (Firmansyah, 2014). Sebagian besar dari film Sci Fi menampilkan penampakan tata surya (Bumi, Bulan, dan Matahari). Bumi, Bulan, dan Matahari yang muncul diberbagai film Sci Fi tidak mungkin hasil penampakan objek asli, melainkan buatan berupa animasi 3D.

Animasi 3D untuk Bumi, Bulan, dan Matahari sebenarnya banyak tersebar luas di internet, contohnya animasi dari NASA, namun animasi tersebut tidak bisa dipakai didalam film, dengan alasan hak cipta. Alasan lain yaitu tidak sesuainya animasi yang ada dengan karakter Bumi, Bulan, dan Matahari yang diinginkan setiap produser, sehingga setiap pembuatan film yang membutuhkan penampakan Bumi, Bulan, atau Matahari, perlu membuat animasi 3D sendiri sesuai dengan karakteristik keinginan setiap produser. Oleh karena itu, penulis membuat animasi 3D Bumi, Bulan, dan Matahari sesuai karakteristik yang diinginkan produser untuk memenuhi *library asset* film.

Proses pembuatan aset ini dimulai dengan riset, dilanjutkan ke proses produksi yang meliputi *modelling*, *texturing*, *animating*, *rendering*, serta proses pasca produksi berupa *editing*. Aset animasi 3D Matahari, Bumi, dan Bulan ini dibuat dengan perangkat lunak Blender versi 2.78c, Adobe Photoshop untuk *editing* tekstur, dan Adobe *After Effect* untuk pembuatan video. Hasil dari penelitian ini adalah animasi 3D Bulan, Bumi, Matahari yang dapat digunakan sebagai *library asset* suatu film.

Kata kunci: animasi 3D, Blender, *library asset*



## ABSTRACT

### **THE MAKING OF 3D ANIMATION ASSETS LIBRARY SUN, EARTH, AND MOON**

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The development of movies in Indonesia recently experienced rapid development (Alfiani and Kurniasih, 2019), one of the movie genres is the Sci Fi (Science Fiction). Sci Fi is a fictional story that has an element of imagination and is possibly explained using Science (Firmansyah, 2014). Most of the Sci Fi films display the appearance of the solar system (Earth, Moon, and Sun). Earth, Moon and Sun that appear in various Sci Fi movies may not be the result of the appearance of the original object, but made in the form of 3D animation.

3D animations for the Earth, Moon, and Sun actually widely spread on the internet, for example animation from NASA, but the animation cannot be used in movies, due to copyright reasons. Another reason is that the animation is incompatible with the character of the Earth, Moon and Sun desired by each producer, so that every movie making that requires the appearance of the Earth, Moon, or Sun, needs to make its own 3D animation in accordance with the characteristics of the desires of each producer. Therefore, the author makes 3D animations of the Earth, Moon, and Sun according to the characteristics the producer wants to fulfill the film assets library.

The process of making this assets started with research, continued with the production process that include modelling, texturing, animating, rendering, as well as the post production process such as editing. The 3D animation assets of Sun, Earth and Moon is made using a software called Blender version 2.78c, Adobe Photoshop for *Texture* editing, and Adobe After Effect for video making, The result of this research is 3D animation that can be used as library asset for movie.

Keywords: 3D Animation, Blender, library asset