INTISARI

PEMBUATAN MODEL 3D UNTUK *LONGSHOT* "KUDA PERANG KERAJAAN MAJAPAHIT"

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Tidak bisa di pungkiri bahwa di kehidupan manusia di era ini banyak dipengaruhi oleh teknologi, salah satunya adalah bidang multimedia yang saat ini tengah berkembang di industri perfilman indonesia.

Teknologi multimedia mengambil bagian dalam industri perfilman indonesia. Teknik dan pengemasan semakin canggih dalam proses pembuatan film, tidak lagi selalu membutuhkan properti-properti yang biasa di gunakan dan disaksikan di dunia nyata namun juga dapat mewujudkan ragam yang sesuai denagn khayalan pembuat film.

Komponen pendukung dalam industri film dapat diciptakan melalui perangkat lunak yang dirancang khusus untuk membuat aset-aset efek visual. Meninjau kebutuhan efek visual suatu film, penulis membuat aset-aset animasi 3D hewan kuda yang hidup di era Kerajaan Majapahit.

Aset 3D dibangun menggunakan perangkat lunak Blender 3D versi 2.79 dan Adobe Photoshop CC 2015 Dari penelitian yang telah di lakukan, dihasilkan aset 3D siap pakai sesuai kebutuhan yaitu kuda perang kerajaan Majapahit.

Kata kunci: Animasi 3D, Blender, fotorealistik, kuda, Majapahit.

ABSTRACT

THE MAKING OF 3D MODELLING ASSETS FOR LONGSHOT
"WAR HORSE OF MAJAPAHIT KINGDOM"

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It is undeniable that in human life in this era much influenced by technology, one of which is the multimedia field which is currently developing in the Indonesian film industry.

Multimedia technology takes part in the Indonesian film industry. Techniques and packaging are increasingly sophisticated in the process of filmmaking, no longer always requiring properties that are normally used and witnessed in the real world but can also create a variety that suits the imagination of filmmakers.

Supporting components in the film industry can be created through software specifically designed to create visual effects assets. Reviewing the needs of a film's visual effects, the author makes 3D animated assets of horse animals that lived in the Majapahit Kingdom era.

3D assets were built using 3D Blender software version 2.79 and Adobe Photoshop CC 2015 From the research that has been done, produced 3D assets are ready to use as needed, namely the Majapahit royal war horse.

Keywords: 3D animation, Blender, photorealistic, horse, Majapahit.