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CHAPTER III – METHODOLOGY

The methodology of this research consists of analysis, experiment, development, and documentation. Each part will be described next.

3.1. Analysis

In this first step, author need to learn what the essence of cel shaded and ink splatter is. In order to make new hybrid style between cel shaded and ink splatter, author have to know how those styles could make a good synergy between each other. In a sense, the two styles are mutually constructing each other.

3.2. Experiment

After author understood the essence of cel shaded and ink splatter, some experiments have to be done in order to get the hybrid style. There are three main experiments in this paper. They are cel shaded experiments, ink splatter experiments and calligraphic strokes experiments.

Cel shaded experiments concern in how to make cel shaded 3D object without taking much time for create it. Author needs to find a faster way to turn an ordinary 3D object into cel shaded 3D object. Therefore, material compositing technique and Ink 'n Paint material technique are refused.

Ink splatter experiments mean experiments in Autodesk 3Ds Max's particle system. Author needs to know whether non-event driven particle or event driven particle which should be applied to reach the new hybrid style. Particle with ability that could be affected with object's movement is needed in order to make good particle flow.

After experimenting in Autodesk 3Ds Max, it is the time for experimenting in Adobe After Effect. When 3D cel shaded and ink splatter effect has been found, author needs to fine the best finishing touch in post production stage. Calligraphic stroke's effect could be applied with help from Adobe After Effect and its third party plug-in.

3.3. Developing

In this step, author will begin to start compositing the object and ink splatter with calligraphic stroke effect based on the experiment author has created. Author needs to render all of 3D's objects and effects in Autodesk 3Ds Max to be image sequence, and then import it into Adobe After Effect. Once the image sequence has imported, calligraphic stroke is applied on itself.

3.4. Documentation

Documentation of the parameter and effect's preset will be conducted so that people can learn and use it to make the hybrid style.