



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

CHAPTER V – CONCLUSION

Based on the objectives and results obtained in this Final Project study, it can be concluded as follows:

1. Creating Raw Cel Shaded Splatter style can be done by combining digital 3D and traditional 2D style. This traditional 2D style consists of cel shaded style and calligraphic stroke.
2. Cel shaded in Autodesk 3Ds Max can be done effectively by using push modifier technique and lighting adjustment. Push modifier technique is more effective than material compositing technique and Ink 'n Paint material technique. Lighting must be adjusted into the highest contrast to generate cel shaded style.
3. Ink splatter gives artistic and expressive looks into cel shaded scene. This splatter is used only for moving object. Therefore, scene's environment only got calligraphic stroke, not include the ink splatter.
4. Adobes After Effect got some powerful third party plug-ins. One of them is Tinderbox from GenArts. Author uses T_Etch from its package to develop cel shaded style and adds more expressive yet artistic stroke into cel shaded style.
5. Raw Cel Shaded Splatter style's name is given by author because it has expressive yet artistic traditional raw looks which consists of cel shaded and ink splatter as its composition.