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**FINAL PROJECT**  
**RAW CEL SHADED SPLATTER ANIMATION STYLE**



By

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**GADING SERPONG**

**2011**

## **STATEMENT BY THE AUTHOR**

I hereby declare that this submission is my own work and to the best of my knowledge, contains no material previously published or written by another person, nor material which to a substantial extent has been accepted for the award of any other degree or diploma at any educational institution, except where due acknowledgement is made in the paper.

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# ABSTRACT

RAW CEL SHADED SPLATTER ANIMATION STYLE

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3D cel shaded animation style is one of the hybrid style in animation. It blends 2D and 3D animation styles into a bold and unique style. The core of 3D cel shaded is the shading itself and also the black edge or stroke. Those elements of design help each other to make a unique style.

3D cel shaded animation style in video game was firstly used in 2000 in a Play Station video game entitled Fear Effect (Play Station). Some other video games using this style were Breath of Fire 5 (Play Station 2), Zelda: Ocarina of Time (Game Cube), and Crimson Tears (Play Station 2).

In line with the rapid development of technology, 3D artists also develop the 3D cel shaded into more advanced animation style. There are some advance cel shaded styles. Damian Nenow combined comic book style and cel shaded style in Paths of Hate. In addition, Daigo Ikeno, the Art Director of Capcom, combined calligraphic strokes and ink smudges into a new 3D cel shaded developed style.

## **DEDICATION**

I dedicate this paper to 3D animators, especially those who are using Autodesk 3Ds Max series and Adobe After Effect CS series.



## **ACKNOWLEDGMENTS**

The author wishes to give gratitude to Allah SWT, because of His blessings and guidance had helped the author to complete this paper.

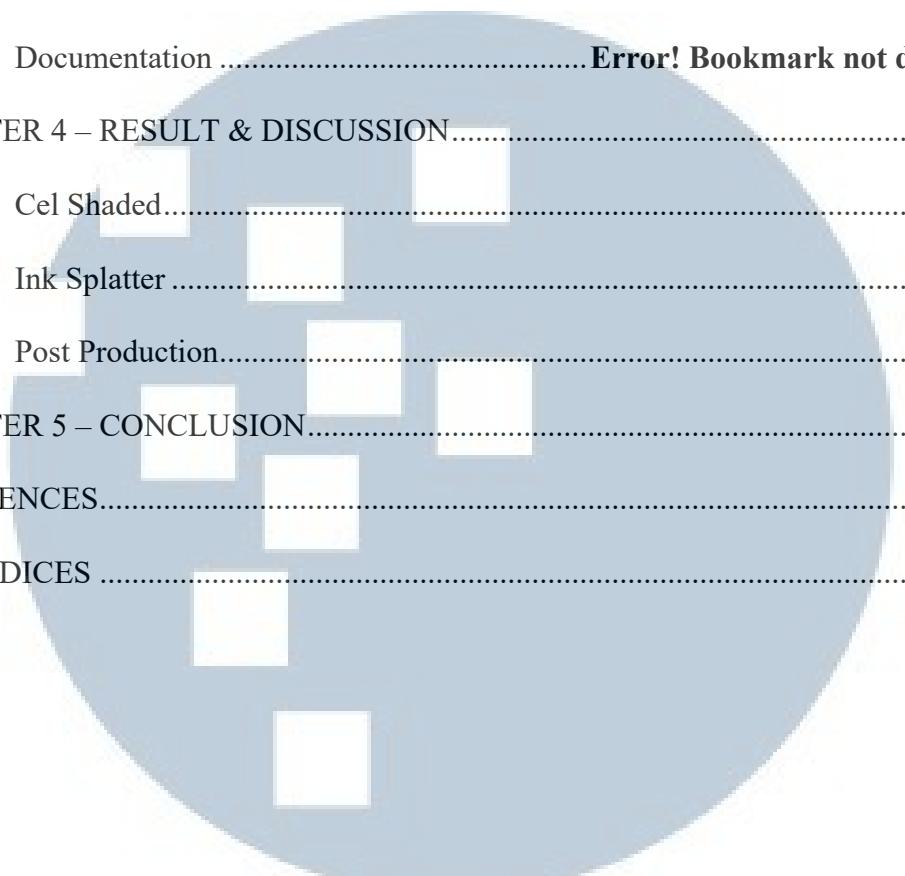
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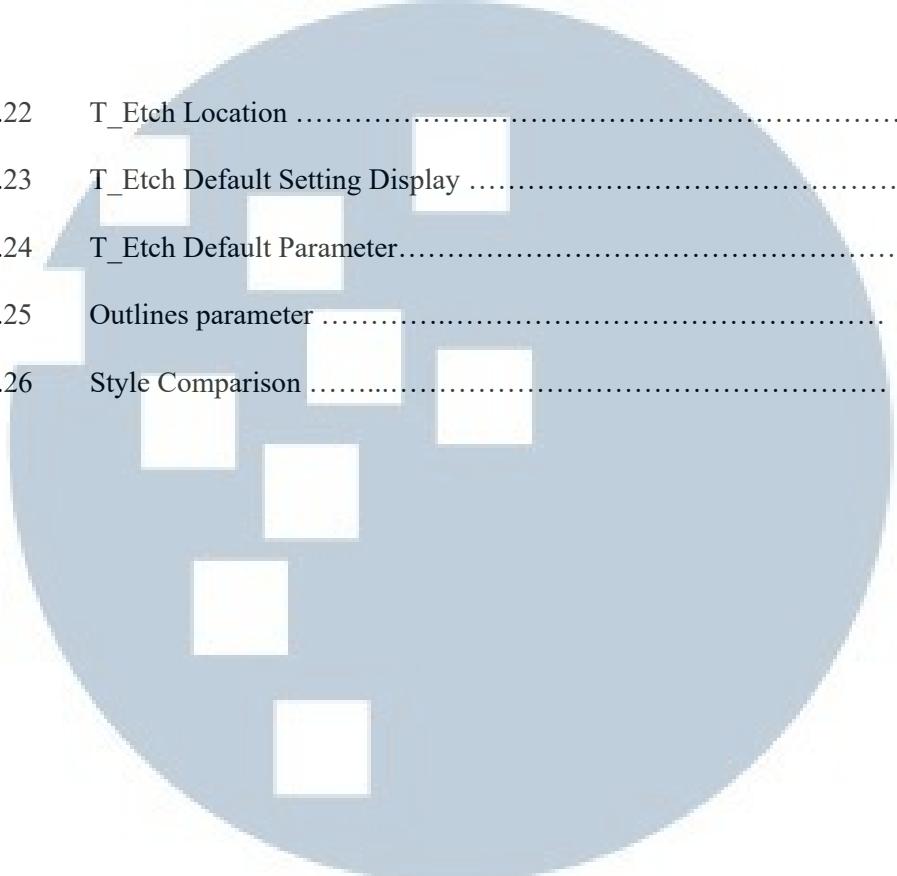


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