

DAFTAR GAMBAR

Gambar 2.1 Contoh <i>Animasi Cell</i>	20
Gambar 2.2 <i>Animasi Frame</i>	21
Gambar 2.3 <i>Animasi Sprite</i>	21
Gambar 2.4 <i>Animasi Lintasan</i>	22
Gambar 2.5 <i>Animasi Spline</i>	22
Gambar 2.6 <i>Animasi Vektor</i>	23
Gambar 2.7 <i>Animasi Karakter</i>	23
Gambar 2.8 <i>Morping</i>	24
Gambar 2.9 <i>Animasi Clay</i>	24
Gambar 2.10 <i>Animasi Digital</i>	25
Gambar 2.11 <i>Squash and Stretch</i>	25
Gambar 2.12 <i>Anticipation</i>	26
Gambar 2.13 <i>Staging</i>	26
Gambar 2.14 <i>Straight Ahead and Pose to Pose</i>	26
Gambar 2.15 <i>Follow Through and Overlaving Action</i>	27
Gambar 2.16 <i>Slow In Slow Out</i>	27
Gambar 2.17 <i>Arch</i>	28
Gambar 2.18 <i>Secondary Action</i>	28
Gambar 2.19 <i>Timing</i>	29
Gambar 2.20 <i>Exaggeration</i>	39
Gambar 2.21 <i>Solid Drawing</i>	30
Gambar 2.22 <i>Appela</i>	30
Gambar 2.23 Contoh <i>Legibility</i> Pada Poster.....	35
Gambar 2.24 Contoh <i>Readability</i> Pada <i>Game</i>	36
Gambar 2.25 Font <i>Old Style</i>	37
Gambar 2.26 Font <i>Modern</i>	37
Gambar 2.27 <i>Slab Serif</i>	38
Gambar 2.28 Font <i>San Serif</i>	38
Gambar 2.29 <i>Huruf Tulis</i>	39
Gambar 2.30 Contoh <i>Ilustrasi</i>	40

Gambar 2.31 Warna Primer	41
Gambar 2.32 Warna Sekunder.....	41
Gambar 2.33 Warna Tersier.....	41
Gambar 2.34 Warna berdasarkan <i>value</i>	42
Gambar 2.35 Contoh Logo Gram	46
Gambar 2.36 Contoh Logo Type	47
Gambar 3.1 Dinas Pendidikan Majalengka	52
Gambar 3.2 UPTD Dinas Pendidikan Kecamatan Sukahaji.....	54
Gambar 3.3 SDN Ciomas I.....	58
Gambar 3.4 Data Kuesioner.....	59
Gambar 3.5 Data Kuesioner.....	59
Gambar 3.6 Data Kuesioner.....	60
Gambar 3.7 Data Kuesioner.....	60
Gambar 3.8 Data Kuesioner.....	61
Gambar 3.9 Data Kuesioner.....	61
Gambar 3. 10 Data Kuesioner.....	61
Gambar 3.11 <i>Game Counting Scout</i>	63
Gambar 3.12 <i>Game Counting Scout</i>	63
Gambar 3.13 <i>Game Counting Scout</i>	63
Gambar 3.14 <i>Game Counting Scout</i>	64
Gambar 3.15 <i>Childmath</i>	64
Gambar 3.16 <i>Childmath</i>	65
Gambar 4.1 Ilustrasi <i>Game Timun Mas</i>	71
Gambar 4.2 Ilustrasi <i>Game Timun Mas</i>	71
Gambar 4.3 Ilustrasi Malin Kundang.....	71
Gambar 4.4 Ilustasi Karakter	72
Gambar 4.5 Font Sniglet Bold	72
Gambar 4.6 Font Sniglet Reguler	73
Gambar 4.7 Pallet Warna Pangeran Muhammad.....	74
Gambar 4.8 Pallet Warna Nyai Rambut Kasih	74
Gambar 4.9 Pallet Warna Identitas Maja Saga	75

Gambar 4.10 Referensi Layout.....	76
Gambar 4.11 Strategi Media Promosi	77
Gambar 4.12 Desai Karakter Pangeran Muhammad	78
Gambar 4.13 Desain Karakter Nyai Rambut Kasih.....	79
Gambar 4. 14 Desain Karakter Sunan Gunung Djati.....	80
Gambar 4. 15 Desain Karakter Jin.....	80
Gambar 4.16 Logo Game Maja Saga.....	81
Gambar 4. 17 <i>Sprite</i> Pangeran Muhammad.....	87
Gambar 4. 18 <i>Sprite</i> Nyai Rmbut Kasih	88
Gambar 4. 19 Sunan Gunung Djati.....	88
Gambar 4. 20 <i>Sprite</i> Pasukan Jin	88
Gambar 4. 21 <i>Background</i> Maja Saga	89
Gambar 4.22 <i>Background</i> Maja Saga	89
Gambar 4. 23 <i>Logotype</i> Maja Saga.....	90
Gambar 2. 24 <i>Menu Game</i>	91
Gambar 4. 25 Sketsa Pangeran Muhammad	91
Gambar 4. 26 Sketsa Nyai Rambut Kasih	92
Gambar 4. 27 Background Hutan	92
Gambar 4. 28 Gunung.....	92
Gambar 4. 29 Pagar Kerjaan.....	93
Gambar 4. 30 Unsur <i>Game</i> Maja Saga	93
Gambar 4. 31 Pembuatan Flatfrom <i>Game</i> Maja Saga	94
Gambar 4. 32 Proses <i>Import Player</i> ke <i>game</i>	94
Gambar 4. 33 Proses Coding <i>Game</i>	95
Gambar 4. 34 Proses Coding <i>Game</i>	95
Gambar 4. 35 Poses Coding Perlayer	95
Gambar 4. 36 Proses Runing <i>Game</i>	96
Gambar 4. 37 Proses Percobaan Maja Saga.....	96
Gambar 4. 38 <i>Rendering/ Export</i>	96
Gambar 4. 39 Proses <i>Export Game</i> ke html.....	97
Gambar 4. 40 Hasil <i>Export Game</i> ke html.....	97

Gambar 4. 41 Penguplodan Hasil <i>Game</i> ke apk	97
Gambar 4. 42 Tampilan <i>Home</i> Maja Saga.....	98
Gambar 4. 43 Tampilan <i>Level Select</i> Maja Saga	98
Gambar 4.44 Tampilan <i>Level 1</i> Maja Saga.....	99
Gambar 4. 45 Tampilan <i>Game Over</i> Maja Saga.....	99
Gambar 4. 46 Tampilan <i>Level Complete</i> Maja Saga	100
Gambar 4. 47 Tampilan Materi Maja Saga.....	100
Gambar 4. 48 Tampilan Materi Perkalian Pecahan Maja Saga	101
Gambar 4. 49 Tampilan <i>Credit By</i> Pecahan Maja Saga.....	101
Gambar 4. 50 Contoh <i>Pattern Doodle</i>	109
Gambar 4. 51 Hasil Perancangan Desain Poster <i>Game</i> Maja Saga	109
Gambar 4. 52 Hasil Perancangan Desain X- Banner <i>Game</i> Maja Saga.....	110
Gambar 4. 53 Hasil Perancangan Desain Kaos <i>Game</i> Maja Saga	110
Gambar 4. 54 Hasil Perancangan Desain Pin <i>Game</i> Maja Saga.....	110