

ABSTRACT

Character and Object movement has become one of deciding factor in animation because animation is basically a moving picture. In that regards, the Writer choose to research about Character movement and kite movement in short animation about fighter kite “Cakar Garuda” as a means to devise character and kite movement and also applying the twelve basic principle of animation on such movement. In the process, theory about twelve basic principle of animation from a book called the illusion of life by Thomas Frank and Ollie Johnston is applied to make a movement that align with the Writer’s wish. The Writer also uses other means by using literature study, field observation, and direct interview to gather data, the data then analysed using qualitative method to get specific data wanted by the Writer. Other than that, the writer also analyse similar works so that the Writer could get similar movement that can be applied to this work. Based on above data, the Writer devised the movement of two main character, three support character, and a kite that has been successfully implemented in a short animation. On the process, the Writer succeeded at implementing the twelve basic principle of animation like solid drawing on puppet exploration and movement drawing, appeal on Azka and Mizan’s Movement, and timing and spacing on animatic process.

Keywords : Animation, Character movement, Kite movement, Tweleve basic principle of animation, Qualitative method.