

ABSTRACT

Aprianto, Adam. 2019. Making Motion Character Anterja, Jakatawang, And Wisanggeni In 3D Animation. Thesis. Visual Communication Design Study Program. Creative Industry Faculty. Telkom University.

Puppet is an original Indonesian art that has been well known and recognized by the world, but now with the development of communication and information technology, many of these arts do not know either the story, even the puppet character. In Indonesia, animation films are very much in demand, except that there are no Indonesian animated films that tell the world of puppetry, while almost every year foreign films come in and get a large audience in Indonesia. The making of Anterja's character, Jakatawang and Wisanggeni is expected to be able to introduce puppet characters.

Keyword : Puppet, 3D Animation, Hero , Animating, Animate, Animator.