

## DAFTAR GAMBAR

Gambar 3.1 Prevalensi Gangguan Mental Emosional Usia $\geq 15$ tahun ...	25
Gambar 3.2 Prevalensi Gangguan Jiwa Berat .....	26
Gambar 3.3 <i>Video Thumbnail “What is Depression?”</i> .....	32
Gambar 3.4 <i>Video Thumbnail “What is Bipolar Disorder?”</i> .....	33
Gambar 3.5 <i>Video Thumbnail “What is Life? Is Death Real?”</i> .....	34
Gambar 3.6 Keterkaitan data kualitatif dengan data kuantitatif .....	48
Gambar 4.1 <i>Motion Graphic “What is depression?”</i> .....	51
Gambar 4.2 <i>Motion Graphic “What is bipolar disorder?”</i> .....	52
Gambar 4.3 <i>Motion Graphic “What is Life? Is death real?”</i> .....	52
Gambar 4.4 Referensi <i>Moodboard</i> Warna .....	53
Gambar 4.5 Referensi Palet Warna .....	53
Gambar 4.6 <i>Montserrat Font Family</i> .....	54
Gambar 4.7 Referensi karakter .....	55
Gambar 4.8 Prototipe karakter .....	55
Gambar 4.9 Referensi karakter <i>flat design</i> .....	56
Gambar 4.10 Referensi <i>background</i> .....	56
Gambar 4.11 Referensi <i>Gesture</i> pengidap depresi .....	57
Gambar 4.12 <i>Storyboard</i> halaman 1 .....	61
Gambar 4.13 <i>Storyboard</i> halaman 2 .....	61
Gambar 4.14 <i>Storyboard</i> halaman 3 .....	62
Gambar 4.15 Aset visual kepala karakter .....	63
Gambar 4.16 Aset visual mulut karakter .....	63
Gambar 4.17 Aset visual pakaian atas karakter .....	63
Gambar 4.18 Aset visual pakaian bawah karakter .....	64
Gambar 4.19 Komposisi aset visual dan desain <i>background</i> .....	64
Gambar 4.20 Aset visual ilustrasi pendukung .....	65
Gambar 4.21 Proses <i>Rigging &amp; Animating</i> .....	66
Gambar 4.22 Proses <i>Rigging &amp; Animating</i> .....	66
Gambar 4.23 Proses <i>compositing</i> .....	67
Gambar 4.24 Proses <i>editing</i> .....	68