

## **ABSTRACT**

*This study aims to make animation, as a media representation in the application (Android Mobile) translator from verbal language to (Bisindo) to assist in learning and communication. Making animation using the 6 basic steps of animation method from Bloop Animation with slightly modified steps. These steps include: 3D Modeling and Rigging, Shooting Reference Video, Key Posing, Splane Blocking, Smoothing and Offset, Adding Life, Exporting. In addition, research was also conducted using a questionnaire and a Likert scale to evaluate the quality and clarity of animation in representing Bisindo, as well as research using linear regression with data on the amount of animation and memory capacity needed by the application. The conclusion of this research is the animation of the conditions of Relax (Idle), Ready (Idle), Relax to Ready, Relax to Ready and 100 animated Indonesian Sign Language (Bisindo) words with hand movements and facial expressions using the FBX file format. 3D animation can be used as a media representation in the Indonesian Sign Language (Bisindo) translator application with an assessment of 88.7% for animation quality and 90.32% for animation clarity in representing Bisindo, so it can be concluded that the quality of animation and clarity of animation get very good ratings from respondents. The results of testing using linear regression showed that the BISI application can be developed into 3000 animations with a data storage capacity of 458.4664 Megabytes (MB).*

*Keywords: 3D animation, Bisindo, MakeHuman Community, Blender, linear regression*