

## ***ABSTRACT***

Muhammad Hilal Fathur Rahman, NIM : 1604172025. Implementation of Perspective Drawing at SMK Pelita YNH Sukabumi City Lesson Year 2020/2021 (Case Study in Animation Department). Thesis. Department of Fine Arts, Faculty of Creative Industries, Telkom University Bandung. This research is about the implementation of Perspective Drawing learning at Pelita Vocational High School Sukabumi City. aims to describe in depth about Teaching and Learning Activities (KBM) with several supporting factors and inhibitors in Pelita Vocational High School Sukabumi City, West Java. The benefits in this research are divided into two ways of theory used in Teaching and Learning Activities (KBM) namely: (1) theoretically: this theory is able to provide new knowledge in the animation department about definitions, concepts, and techniques of Perspective Drawing. And (2) practically: practically this is the difference of practice for students to develop creations in learning to draw perspectives. The type of research used by the author is to use qualitative methods with case study approach and produce descriptive data. Data collection techniques using observation techniques, interviews, and documentation. Data validity checking technique using triangulation. Data analysis techniques consist of data analysis, presentation and interpretation of data. The results of this study showed the implementation of drawing learning to motivate students to understand the concept of drawing, and drawing techniques in perspective drawing learning. So that students are able to improve quality competencies in the field of drawing and develop self-competence through the learning process of perspective drawing. In addition, animation teachers can facilitate and help students to overcome inhibitory factors in learning difficulties in perspective drawing, so that skills and abilities in Teaching and Learning Activities (KBM) develop, and for schools, especially in the field of animation, because the results taken in this study can be used as a development of the teaching and learning process (KBM) perspective drawing to improve the skills and abilities (soft skills) students of Pelita Vocational High School Sukabumi city.

Keywords : Implementation, Perspective Drawing