

## DAFTAR ISI

<b>ABSTRAK.....</b>	<b>iv</b>
<b>DAFTAR ISI .....</b>	<b>1</b>
<b>DAFTAR GAMBAR .....</b>	<b>4</b>
<b>DAFTAR TABEL.....</b>	<b>7</b>
<b>BAB I PENDAHULUAN .....</b>	<b>8</b>
<b>1.1 Latar Belakang Masalah .....</b>	<b>8</b>
<b>1.2 Identifikasi Masalah .....</b>	<b>9</b>
<b>1.3 Rumusan Masalah .....</b>	<b>9</b>
<b>1.4 Ruang Lingkup .....</b>	<b>10</b>
<b>1.4.1 Apa.....</b>	<b>10</b>
<b>1.4.2 Dimana .....</b>	<b>10</b>
<b>1.4.3 Kapan .....</b>	<b>10</b>
<b>1.4.4 Siapa .....</b>	<b>10</b>
<b>1.4.5 Kenapa.....</b>	<b>10</b>
<b>1.4.6 Bagaimana.....</b>	<b>10</b>
<b>1.5 Tujuan Perancangan .....</b>	<b>10</b>
<b>1.6 Manfaat Perancangan .....</b>	<b>10</b>
<b>1.6.1 Manfaat Teoritis .....</b>	<b>10</b>
<b>1.6.2 Manfaat Praktis.....</b>	<b>11</b>
<b>1.7 Metode Perancangan .....</b>	<b>11</b>
<b>1.7.1 Teknik Pengumpulan Data.....</b>	<b>11</b>
<b>1.7.2 Analisis Data .....</b>	<b>12</b>
<b>1.8 Kerangka Perancangan .....</b>	<b>13</b>

<b>1.9 Pembabakan .....</b>	<b>14</b>
<b>BAB I Pendahuluan .....</b>	<b>14</b>
<b>BAB II Landasan Pemikiran.....</b>	<b>14</b>
<b>BAB III Data dan Analisis.....</b>	<b>14</b>
<b>BAB IV Konsep dan Hasil Perancangan .....</b>	<b>14</b>
<b>BAB V Kesimpulan dan Saran .....</b>	<b>14</b>
<b>BAB II.....</b>	<b>15</b>
<b>LANDASAN TEORI .....</b>	<b>15</b>
<b>2.1 Limbah.....</b>	<b>15</b>
<b>2.1.1 Pengertian Limbah.....</b>	<b>15</b>
<b>2.1.2 Jenis-jenis Limbah .....</b>	<b>15</b>
<b>2.2.3 Dampak dari Limbah Plastik.....</b>	<b>20</b>
<b>2.3 Teori Media Animasi .....</b>	<b>21</b>
<b>2.3.1 Proses Animasi.....</b>	<b>21</b>
<b>2.3.2 Prinsip Animasi .....</b>	<b>22</b>
<b>2.4 Storyboard.....</b>	<b>28</b>
<b>2.4.1 Proses Pembuatan Storyboard .....</b>	<b>28</b>
<b>2.4.2 Elemen Storyboard.....</b>	<b>29</b>
<b>2.4.3 Depth of Field .....</b>	<b>34</b>
<b>2.4.4 Lightning and Shadow .....</b>	<b>35</b>
<b>2.4.5 Rule of Third .....</b>	<b>35</b>
<b>2.4.6 Continuity .....</b>	<b>35</b>
<b>2.4.7 Timing .....</b>	<b>35</b>
<b>2.4.8 Camera Shot .....</b>	<b>36</b>
<b>2.4.9 Camera Movement .....</b>	<b>38</b>

<b>2.4.10 Transition .....</b>	<b>39</b>
<b>2.4.11 Animatic .....</b>	<b>40</b>
<b>2.5 Teori Pendukung.....</b>	<b>40</b>
<b>2.5.1 Naratif .....</b>	<b>40</b>
<b>2.5.2 Struktur Naratif .....</b>	<b>40</b>
<b>2.5.3 Visual Story Telling .....</b>	<b>41</b>
<b>BAB III .....</b>	<b>42</b>
<b>DATA DAN ANALISIS .....</b>	<b>42</b>
<b>3.1 Data dan Analisis Objek Penelitian .....</b>	<b>42</b>
<b>3.2 Data Observasi .....</b>	<b>44</b>
<b>3.3 Data Wawancara.....</b>	<b>45</b>
<b>3.4 Data Khalayak Sasar .....</b>	<b>47</b>
<b>3.5 Analisis Karya Sejenis .....</b>	<b>52</b>
<b>BAB IV .....</b>	<b>72</b>
<b>KONSEP DAN HASIL PERANCANGAN .....</b>	<b>72</b>
<b>4.1 Konsep Pesan.....</b>	<b>72</b>
<b>4.2 Konsep Kreatif .....</b>	<b>72</b>
<b>4.3 Konsep Media.....</b>	<b>73</b>
<b>4.4 Konsep Visual.....</b>	<b>74</b>
<b>4.5 Hasil Perancangan .....</b>	<b>76</b>
<b>BAB V .....</b>	<b>87</b>
<b>KESIMPULAN DAN SARAN.....</b>	<b>87</b>
<b>5.1 Kesimpulan.....</b>	<b>87</b>
<b>5.2 Saran .....</b>	<b>87</b>
<b>DAFTAR PUSTAKA .....</b>	<b>88</b>

## DAFTAR GAMBAR

Gambar 1. 1 Kerangka Perancangan .....	14
Gambar 2. 1 Contoh Limbah Anorganik .....	16
Gambar 2. 2 Contoh Sampah Organik.....	16
Gambar 2. 3 Contoh Limbah B3 .....	17
Gambar 2. 4 Contoh Limbah Domestik .....	17
Gambar 2. 5 Contoh Limbah Industri .....	18
Gambar 2. 6 Contoh Limbah Rumah Tangga.....	19
Gambar 2. 7 Contoh Limbah Padat .....	19
Gambar 2. 8 Banjir .....	20
Gambar 2. 9 Squash And Stretch.....	22
Gambar 2. 10 Anticipation .....	23
Gambar 2. 11 Staging.....	23
Gambar 2. 12 Straight a Head And Pose To Pose .....	24
Gambar 2. 13 Follow Throught And Overlapping Action.....	24
Gambar 2. 14 Slow In dan Slow Out .....	25
Gambar 2. 15 Arcs .....	25
Gambar 2. 16 Secondary Action.....	26
Gambar 2. 17 Timing .....	26
Gambar 2. 18 Exaggeration .....	27
Gambar 2. 19 Solid Drawing.....	27
Gambar 2. 20 Appeal .....	28
Gambar 2. 21 One Point Perspective.....	29
Gambar 2. 22 Two Point Perspective .....	30
Gambar 2. 23 Three Point Perspective.....	30
Gambar 2. 24 Forced Perspective .....	31
Gambar 2. 25 Aerial or Pictorial Perspective.....	31
Gambar 2. 26 High Angle.....	32