

DAFTAR GAMBAR

| | |
|----------------------------------------------------------------|----|
| Gambar 1.1 Salah satu <i>frame</i> pada cuplikan video | 14 |
| Gambar 1.2 Salah satu <i>frame</i> pada cuplikan video | 15 |
| Gambar 2.1 Sepatu Skate | 26 |
| Gambar 2.2 Grip Sepatu..... | 27 |
| Gambar 2.3 Sol Sepatu..... | 27 |
| Gambar 2.4 Tinggi Sepatu | 28 |
| Gambar 2.5 <i>Wrist pads</i> /bantalan pergelangan tangan..... | 29 |
| Gambar 2.6 <i>Knee pads</i> /bantalan lutut | 29 |
| Gambar 2.7 <i>Elbow pads</i> /bantalan siku..... | 30 |
| Gambar 2.8 <i>Gloves</i> /sarung tangan | 30 |
| Gambar 2.9 Helm | 32 |
| Gambar 2.10 <i>Drop-through & camber board</i> | 34 |
| Gambar 2.11 <i>Slalom board</i> | 34 |
| Gambar 2.12 <i>Freestyle board</i> | 35 |
| Gambar 2.13 <i>Nose & Tail</i> | 36 |
| Gambar 2.14 <i>Lead foot & Rear foot</i> | 37 |
| Gambar 2.15 <i>Stance</i> | 38 |
| Gambar 2.16 <i>Switch</i> | 39 |
| Gambar 2.17 <i>Push form</i> | 39 |
| Gambar 2.18 <i>Speed Check</i> | 42 |
| Gambar 2.19 <i>Drifter</i> | 43 |
| Gambar 2.20 Animasi 2D | 45 |
| Gambar 2.21 Contoh <i>Storyboard</i> | 53 |
| Gambar 2.22 Perspektif satu titik hilang..... | 54 |
| Gambar 2.23 Perspektif dua titik hilang | 55 |
| Gambar 2.24 Perspektif tiga titik hilang | 55 |
| Gambar 2.25 <i>Forced perspective</i> | 56 |
| Gambar 2.26 <i>Aerial perspective</i> | 56 |
| Gambar 2.27 <i>Rules of third</i> | 57 |

| | |
|----------------------------------------------------------------|----|
| Gambar 2.28 <i>Foreground, Middle Ground, Background</i> | 57 |
| Gambar 2.29 <i>Contoh Thumbnail Storyboard</i> | 59 |
| Gambar 2.30 <i>Rough Sketch/Panel</i> | 60 |
| Gambar 2.31 <i>Clean Up/Finished</i> | 61 |
| Gambar 2.32 <i>Storyboard Arrow</i> | 61 |
| Gambar 2.33 <i>Storyboard type Arrow</i> | 62 |
| Gambar 2.34 <i>Extreme Wide/Long Shot</i> | 62 |
| Gambar 2.35 <i>Wide/Long Shot</i> | 63 |
| Gambar 2.36 <i>Full Shot</i> | 63 |
| Gambar 2.37 <i>Cowboy Shot</i> | 64 |
| Gambar 2.38 <i>Medium Shot</i> | 64 |
| Gambar 2.39 <i>Close Up Shot</i> | 65 |
| Gambar 2.40 <i>Choker Shot</i> | 65 |
| Gambar 2.41 <i>Extreme Close Up</i> | 65 |
| Gambar 2.42 <i>Over the Shoulder Shot</i> | 66 |
| Gambar 2.43 <i>Point of View Shot</i> | 66 |
| Gambar 2.44 <i>High Angle Shot</i> | 67 |
| Gambar 2.45 <i>Bird Eye view</i> | 68 |
| Gambar 2.46 <i>Frog Eye view</i> | 68 |
| Gambar 3.1 <i>Kondisi lokasi Skatepark</i> | 77 |
| Gambar 3.2 <i>Bentuk Skatepark</i> | 78 |
| Gambar 3.3 <i>Properti Skatepark</i> | 78 |
| Gambar 3.4 <i>Kalangan Pemain</i> | 79 |
| Gambar 3.5 <i>Pakaian Pemain</i> | 79 |
| Gambar 3.6 <i>Pakaian Pemain</i> | 80 |
| Gambar 3.7 <i>Pakaian Pemain</i> | 80 |
| Gambar 3.8 <i>Permainan</i> | 81 |
| Gambar 3.9 <i>Screenshot Wawancara</i> | 82 |
| Gambar 3.10 <i>Jumlah Responden</i> | 86 |
| Gambar 3.11 <i>Hasil angket Jenis Kelamin</i> | 86 |

| | |
|---------------------------------------------------------------------------------------------|-----|
| Gambar 3.12 Hasil angket Umur | 87 |
| Gambar 3.13 Hasil angket Pekerjaan | 87 |
| Gambar 3.14 Hasil angket teknik dasar yang diperlukan untuk bermain <i>skateboard</i> | 88 |
| Gambar 3.15 Hasil angket alat-alat penting yang dibutuhkan | 88 |
| Gambar 3.16 Hasil angket pemilihan <i>style visual</i> perancangan..... | 89 |
| Gambar 3.17 Hasil angket alasan memilih <i>style visual</i> | 90 |
| Gambar 3.18 Hasil angket pemilihan jenis alur perancangan..... | 90 |
| Gambar 3.19 Hasil angket alasan memilih jenis alur animasi..... | 90 |
| Gambar 3.20 Hasil angket tanggapan terhadap perancangan | 91 |
| Gambar 3.21 Salah satu <i>frame</i> MV Eve – Hymn..... | 93 |
| Gambar 3.22 Poster animasi Arcane : League of Legends | 99 |
| Gambar 3.23 Poster anime SK8 The Infinity..... | 106 |
| Gambar 4.1 Konsep Visual Kostum | 115 |
| Gambar 4.2 Konsep Visual Bandana | 115 |
| Gambar 4.3 Konsep Visual Jembatan | 116 |
| Gambar 4.4 Konsep Visual Asset | 117 |
| Gambar 4.5 Desain Karakter Jeri | 127 |
| Gambar 4.6 Desain Karakter Niko..... | 128 |
| Gambar 4.7 Desain Karakter Kevin..... | 129 |
| Gambar 4.8 Desain Sepatu berurutan dari (1) Jeri, (2) Niko, (3) Kevin..... | 130 |
| Gambar 4.9 Desain Properti <i>Wrist Pads</i> | 131 |
| Gambar 4.10 Desain Properti <i>Knee Pads & Elbow Pads</i> | 131 |
| Gambar 4.11 Desain Helm <i>Skateboard</i> | 132 |
| Gambar 4.12 Desain <i>Skateboard</i> | 132 |
| Gambar 4.13 Mockup Desain <i>Skateboard</i> berurutan (1) Jeri, (2) Kevin | 133 |
| Gambar 4.14 Desain Jalanan Kota | 134 |
| Gambar 4.15 Desain Taman <i>Skateboard</i> | 135 |
| Gambar 4.16 Perancangan <i>Thumbnails</i> | 136 |
| Gambar 4.17 Perancangan <i>Rough Sketch</i> | 136 |
| Gambar 4.18 Perancangan <i>Clean Up</i> | 137 |

Gambar 4.19 Perancangan *Value* 137
Gambar 4.20 Perancangan *Merchandise*..... 161