

## DAFTAR ISI

|                                       |      |
|---------------------------------------|------|
| LEMBAR PERNYATAAN KEASLIAN KARYA..... | ii   |
| KATA PENGANTAR.....                   | iii  |
| ABSTRAK.....                          | iv   |
| ABSTRACT.....                         | v    |
| DAFTAR ISI.....                       | vi   |
| DAFTAR GAMBAR.....                    | viii |
| DAFTAR TABEL.....                     | x    |
| BAB I PENDAHULUAN.....                | 1    |
| 1.1 Latar Belakang.....               | 1    |
| 1.2 Permasalahan.....                 | 3    |
| 1.2.1 Identifikasi Masalah.....       | 3    |
| 1.2.2 Rumusan Masalah.....            | 3    |
| 1.3 Ruang Lingkup.....                | 3    |
| 1.3.1 Apa.....                        | 3    |
| 1.3.2 Siapa.....                      | 3    |
| 1.3.3 Bagaimana.....                  | 3    |
| 1.3.4 Dimana.....                     | 4    |
| 1.3.5 Kapan.....                      | 4    |
| 1.4 Tujuan Penelitian.....            | 4    |
| 1.5 Kerangka Penelitian.....          | 4    |
| 1.6 Pembabakan.....                   | 5    |
| BAB II LANDASAN TEORI.....            | 6    |
| 2.1 Teori Pertanian.....              | 6    |
| 2.1.1 Pengertian.....                 | 6    |
| 2.2.2 Pertanian Karo.....             | 6    |
| 2.2 Teori Animasi.....                | 7    |
| 2.2.1 Pengertian.....                 | 7    |
| 2.2.2 Animasi 2D.....                 | 7    |
| 2.2.3 <i>Animate</i> .....            | 8    |
| 2.2.4 Pipeline Animasi 2D.....        | 10   |
| 2.2.5 Teknik Animasi.....             | 12   |
| 2.2.6 Prinsip Animasi.....            | 12   |
| 2.3 Teori Metodologi Penelitian.....  | 18   |
| 2.3.1 Teknik Pengumpulan Data.....    | 18   |
| 2.3.2 Teknik Analisis Data.....       | 18   |
| 2.4 Tahapan Remaja.....               | 19   |
| BAB III DATA DAN ANALISIS.....        | 20   |

|                                                                          |    |
|--------------------------------------------------------------------------|----|
| 3.1 Data dan Analisis Objek.....                                         | 20 |
| 3.1.1 Data Khalayak Sasaran .....                                        | 20 |
| 3.2.2 Data Literatur .....                                               | 20 |
| 3.2 Data Hasil Observasi.....                                            | 24 |
| 3.2.1 Analisis Hasil Observasi .....                                     | 26 |
| 3.3 Data Penelitian Terdahulu.....                                       | 27 |
| 3.3.1 Analisis data Penelitian terdahulu .....                           | 28 |
| 3.4 Data Karya Sejenis.....                                              | 31 |
| 3.3.1 Analisis data Penelitian terdahulu .....                           | 60 |
| BAB IV KONSEP DAN HASIL PERANCANGAN .....                                | 63 |
| 4.1 Konsep Perancangan.....                                              | 63 |
| 4.1.1 Konsep Pesan .....                                                 | 63 |
| 4.1.2 Konsep Media .....                                                 | 63 |
| 4.1.3 Konsep Visual .....                                                | 65 |
| 4.2 Proses <i>Animate</i> menggunakan Teknik <i>Frame by Frame</i> ..... | 70 |
| 4.2.1 Proses <i>Animate</i> Karakter .....                               | 70 |
| 4.3 Penerapan Prinsip Animasi.....                                       | 73 |
| 4.4 Hasil Perancangan .....                                              | 76 |
| 4.5 Kesimpulan Perancangan.....                                          | 78 |
| BAB V PENUTUP .....                                                      | 80 |
| 5.1 Kesimpulan .....                                                     | 80 |
| 5.2 Saran .....                                                          | 80 |
| DAFTAR PUSTAKA.....                                                      | 81 |