Abstract

Todays, cartoon movie become an important part in entertaintment business. One of the difficulty in making cartoon movie is needed a lot of frame to create smooth movement.

In this final project implemented feature morphing technique on smoothing process inbetween frame in cartoon movie by generate otomaticaly the inbetween frames. In this technique used warping process that is vector basic interpolation and cross dissolve that is color interpolation depend on source image, destination image, and feature line be the point-key for the mean object that will be changed.

The tested parameter are: frame count, feature line count, time process, inbetween frame quality, and the smooth output.

From the evaluation conclude that feature morphing technique give a good quality if implemented on image with object that visible all, move to one direction, transformated: form change, rotation, and color change. In the other hand feature morphing technique will give not to good quality if implemented on image with object that not visible all or covered by another object, there two or more object that move in diferent direction, and translation. From the time process, this feature morphing implementation can reduce the time process to create inbetween frame on smoothing process in cartoon movie.

Keyword: *feature morphing, warping, cross dissolve, cartoon movie, smoothing, feature line, frame.*