

3.2.1 Analisis Karya Animasi 2D <i>Wandering Witch</i> .....	56
3.2.2 Analisis Karya Animasi 2D <i>Little Witch Academia</i> .....	64
3.2.3 Analisis Karya Animasi 2D <i>Seijo no Maryoku wa Banno desu (The Saint's Magic Power is Omnipotent)</i> .....	69
3.3 Data dan Analisis Khalayak Sasar .....	74
Demografis.....	74
Psikografis .....	74
Geografis.....	74
3.4 Hasil Analisis .....	74
3.5 Keyword.....	79
<b>BAB IV .....</b>	<b>80</b>
<b>KONSEP DAN HASIL PERANCANGAN.....</b>	<b>80</b>
4.1 Konsep Perancangan .....	80
4.1.1 Konsep Pesan.....	80
4.1.2 Konsep Kreatif .....	80
4.1.3 Konsep Media.....	81
4.1.4 Konsep Visual.....	82
4.2 Hasil Perancangan .....	83
4.2.1 Perancangan Naskah .....	83
4.2.2 <i>Story Beat &amp; Beat Board</i> .....	85
4.2.3 <i>Thumbnail</i> .....	86
4.2.4 <i>Rough Pass</i> .....	88
4.2.5 <i>Clean up Storyboard</i> .....	92
4.2.6 <i>Detailing Storyboard</i> .....	97
4.2.7 <i>Component of Storyboard</i> .....	124
<b>BAB V .....</b>	<b>127</b>
<b>KESIMPULAN DAN SARAN.....</b>	<b>127</b>
5.1 Kesimpulan.....	127
5.2 Saran .....	128
<b>DAFTAR PUSTAKA.....</b>	<b>129</b>
<b>LAMPIRAN.....</b>	<b>131</b>
<b>DAFTAR GAMBAR</b>	
1. Gambar 1.1 Storyboard.....	23
2. Gambar 1.2 Storyboard Sheet Template .....	24
3. Gambar 1.3 Penerapan Elemen Storyboard Pada Template Storyboard .....	26

4. Gambar 1.4 Storyboard dan Penerapan Teknik Kamera.....	26
5. Gambar 1.5 Center of Interest.....	27
6. Gambar 1.6 Thumbnail .....	30
7. Gambar 1.7 Sequential storyboard frames showing the beginning, middle, and end action...	31
8. Gambar 1.8 A golf ball sequence defined in one drawing with camera staging frames indicated.....	31
9. Gambar 1.9 Poster Wandering Witch.....	56
10. Gambar 2.0 Beat Cerita Animasi Wandering Witch.....	62
11. Gambar 2.1 Penerapan Cam Mov dan perspektif 1 titik hilang pada animasi Wandering Witch .....	63
12. Gambar 2.2 Poster Little Witch Academia .....	64
13. Gambar 2.3 Type of Shot pada animasi Little Witch Academia .....	68
14. Gambar 2.4 Poster Animasi The Saint’s Magic Power is Omnipotent .....	69
15. Gambar 2.5 Outline Nazela The Newbie Witch .....	83
16. Gambar 2.6 Script Nazela The Newbie Witch Page 1-2.....	84
17. Gambar 2.7 Story Beat “Newbie-Witch Nazella” .....	85
18. Gambar 2.8 Beat Board “Newbie-Witch Nazella” .....	86
19. Gambar 2.9 Thumbnail Ide Awal Newbie Witch-Nazella.....	87
20. Gambar 3.0 Rough Pass Newbie-Witch Nazella .....	91
21. Gambar 3.1 Clean up Storyboard Newbie-Witch Nazella .....	96
22. Gambar 3.2 Detailing Storyboard .....	123
23. Gambar 3.3 Tilt Up dan Tilt Down .....	124
24. Gambar 3.4 Zoom In dan Zoom Out .....	124
25. Gambar 3.5 Bird Eye dan Low Angle .....	125
26. Gambar 3.6 Close Up.....	125
27. Gambar 3.7 Aplikasi Prinsip Rule of Third .....	126

#### DAFTAR TABEL

1. Tabel 1.1 Penelitian Pengalaman Partisipan.....	48
2. Tabel 1.2 Analisis Beat Cerita Animasi Wandering Witch.....	57
3. Tabel 1.3 Analisis Pembabakan Pada Animasi Little Witch Academia .....	66
4. Tabel 1.4 Analisis Shot Angle Camera dalam Animasi “The Saint’s Magic Power is Omnipotent” .....	70
5. Tabel 1.5 Breakdown Shot Scene 1-2 .....	84
6. Tabel 1.6 Data Kuesioner .....	131