

THE CREATION OF DIGITAL 2D ANIMATION "DON'T COME"

ABSTRACT

Sadness is an emotional phenomenon of the human mind about losing everything and not being able to have it because of various things, especially loneliness where the feeling of love is lost. and cannot be owned because of various things, especially loneliness where the sense of love and the role of others cannot be fulfilled until a person undergoes the phase of the stages of grief. affection and the role of others cannot be fulfilled until a person undergoes the stages of phase of grief until he accepts the situation. The emotional and abstract phenomenon of feeling human soul can be visualized through animation in the form of a collection of moving images that are simultaneously imaginative and flexible. simultaneously imaginative and flexible. The purpose of lifting the phenomenon of grief into animation format as a form of depicting the stages of human grief by explaining each stage. stage. The method used is a qualitative method of lifting the theory of grief. Kubler Ross and Maslow's theory of the hierarchy of human needs at the 3rd level of affection with interpretation through the depiction of the with interpretation through the depiction of the work Don't Come. The results obtained with Don't Come can explain the 5 stages of grief in each stage imaginatively and the emotional and psychological absurdity of a person well through the advantages of visualization media. animation visualization media. The disadvantage in animation visualization lies in the sound that is not recorded directly during production like a film in general. direct recording during production like a movie in general and must be engineered and the weakness is in the animation technique that requires more time. There are animation techniques that require more time due to the depiction of each frame, the opportunities that can be achieved in animation works where there are still fewer than the work of each frame, the opportunities that can be achieved in animation works which are still less than conventional recorded works, allowing visual artists to enrich the world of animation. conventional recordings, allowing visual artists to enrich the world of animation.

Keyword: 1.Animation 2.Film. 3.Sadness.