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|  | **UNIVERSITAS NEGERI PADANG****FACULTY OF ENGINEERING****ELECTRONICS DEPARTMENT****INFORMATICS EDUCATION STUDY PROGRAM** | **Document Code** |
| **SEMESTER LEARNING PLAN** |
| **Course** | **Code** | **Course Group** | **Credit Point(s)** | **Semester** | **Date of creation** |
| **Praktikum Teknik Multimedia dan Animasi****Multimedia and Animation Engineering Practicum** | TIK1.61.3302 | Mata kuliah Wajib Program Studi | 2 SKS (Praktek) | 4 | Juli 2017 |
| **AUTHORIZED** | **Lecturer** | **Courses Coordinator** | **Coordinator of Study Program** |
| **Dr. Asrul Huda, S.Kom., M.Kom****NIP. 19801010 201012 100 1** | **Dr. Asrul Huda, S.Kom., M.Kom****NIP. 19801010 201012 100 1** | **Ahmaddul Hadi, M.Kom****NIP. 19761209 200501 100 3** |
| **Learning Outcomes (CP)** | **Program Learning Outcomes (PLO)**  |  |
| CP – S1 | Believe in God Almighty and be able to show a religious attitude |
| CP – S9  | Demonstrate an attitude of responsibility for work in their field of expertise independently |
| CP – PP6 | Understand the basic concepts of mathematics, electrical and electronic science in the field of computers |
| CP – KU5 | Able to make decisions appropriately in the context of problem-solving in their area of expertise, based on the results of information and data analysis. |
| CP – KK6  | Ability to master basic python programming, Gauss computation method, and LU Decomposition method computation. |
| **Course Outcomes (CO)** |  |
| CPMK1 | Understanding the History and Development of Animation |
| CPMK2 | Understand Animation Skills and Careers |
| CPMK3 | Understand explains the kinds of animation types |
| CPMK4 | Able to explain animation making rules |
| CPMK5 | Able to explain Vision in Animation |
| CPMK6 | Able to apply the Principles of the Animated Film |
| CPMK7 | Able to apply Animation Film Making Process |
| CPMK8 | Students can explain the Use of Animation |
| CPMK9 | Describes the Character Creation of Animated Characters |
| CPMK10 | Explain and create Storyboard |
| **Course Description** | This course studies the animation "illusion of motion" which is made from static images that are displayed sequentially. Multimedia is a combination of several different media in an interactive program. This course provides an introduction to various types of media (text, images, audio, and video), their definitions and characteristics, storage methods, and manipulation. |
| **Course Materials** | 1. History and Development of Animation
2. Skills and careers in animation
3. Types of Animation
4. Rules for creating animation
5. Vision in Animation
6. Principles of Animated Film
7. Animation Film Making Process
8. Use of Animation
9. Character Creation of Animated Figures
10. Storyboard
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| **Reading List** | **Main Books:** |  |
| 1. Blair,Preston (2003).Cartooning :Animation 2 with Preston Blair.ISBN 1560100699 (ISBN13: 9781560100690). Published:Walter Foster Publishing
 |
| **Additional Books:** |  |
| 1. Ardiyansah(2010).12 Prinsip Animasi.From http://dkv.binus.ac.id/2010/04/14/12- prinsip-animasi/
2. Bowen, John (2008).Storyboard.ISBN 0571241875 (ISBN13: 9780571241873).Published: Faber&Faber
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| **Learning Media** | **Perangkat lunak:** | **Perangkat keras :** |
| Blender, ppt, word app | LCD & Projector |
| **Course Lectures** | Dr. Asrul Huda, S.Kom., M.Kom |
| **Recommended Prerequisites** | - |
| **Week** |  **Sub-Course Outcomes****(Expected Final Ability in each Learning Stage)** | **Assessment Indicators** | **Criteria & Assessment Form** | **Learning Method & Assignment** **[Estimated time]** | **Learning Content & Course Materials [Reading List)** | **Score****(%)** |
| **(1)** | **(2)** | **(3)** | **(4)** | **(5)** | **(6)** | **(7)** |
| 1 | Students are able to understand theories related to multimedia animation | 1. Accuracy in explaining the learning system for the Multimedia Animation course (THEORY)
 | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Introduction to Multimedia Animation Lectures (THEORY) | **5%** |
| 2 | Students are able to understand and understand the history and development of animation | Accuracy in explaining understanding about the history and development of animation | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | History and Development of Animation | **5%**  |
| 3 | Students are able to understand and understand about types of animation | Accuracy in explaining Skills and Careers in Animation | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Skills and careers in animation | **5%** |
| 4 | Students are able to understand and understand about types of animation | Accuracy in explaining students' understanding and ability in recognizing animation devices and types | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Types of Animation | **5%** |
| 5 | Students are able to understand the Rules of Making Animated Films | Accuracy in explaining the Rules of Animated Film | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Rules for creating animation | **15%** |
| 6-7 | Students are able to understand the various visions in animation | Accuracy in explaining the various visions in animation | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Vision in Animation | **5%** |
| **8** | **Mid Evaluation** |  |
| 9-10 | Students are able to understand and apply the Principles of Animation | Accuracy in explaining the Principles of Animation | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | 1. squash n stretch
2. Anticipations
3. Staging
4. straight ahead actions and pose to pose
5. follow-through and overlaping actions
6. slow in-slow out
7. Arcs
8. secondary actions Timing
9. Exaggeration
10. solid drawing
11. appeal
 | **20%**  |
| 11 | Students are able to understand the digital and conventional 2-dimensional animation film production process | Accuracy in explaining the 2-dimensional animation film production process | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Digital and conventional 2-dimensional animation film production process | **10%**  |
| 12 | Students are able to understand the Use of Animation | Accuracy in explaining the use of animation | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Use of animation | **10%**  |
| 13-14  | Students are able to create Java programming animation using IDE. | Accuracy in explaining the animation character creation | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Character Creation of Animated Figures | **10%** |
| 15 | Students are able to understand the process and create a Storyboard | Ketepatan menjelaskan storyboard | Using the Assessment Rubric | 1. Presentation
2. Online
3. Practice

**TM : 2x(2 x 100 Menit)**1. Structured Assignments

**BM+BT : 2x(2x70 Menit)** | Storyboard | **10%** |
| **16** | **Final Evaluation** |  |