

UNIVERSITI TEKNOLOGI MARA

**EXPLORATION IN STOP MOTION
ANIMATION**

**MUHAMMAD HAZWAN BIN
MOHAMAD RAHIM
2016376473**

FACULTY OF ART AND DESIGN

JANUARY 2019

AUTHOR'S DECLARATION

I declare that the work in this thesis was carried out in accordance with regulations of University Teknologi MARA. It is original and the result of my own work, unless otherwise indicated or acknowledged as referenced work. This thesis has been submitted to any other academic institution or non-academic institution for any other degree or qualification.

I hereby acknowledge that I have been supplied with the Academic Rules and Regulations for undergraduate. Universiti Teknologi MARA, regulating the conduct of my study and research.

NAME OF STUDENT : MUHAMMAD HAZWAN BIN MOHAMAD RAHIM

STUDENT ID : 2016376473

PROGRAMME : BACHELOR DEGREE IN CRAPHIC DESIGN
(HONS)

FACULTY : ART AND DESIGN

THESIS TITLE : EXPLORATION IN STOP MOTION ANIMATION

Signature of student :

Date : 18 January 2019

ABSTRACT

Stop-motion animation is one of many types of animation, which also happen to be the earliest form of animation in history. It has been a part of the great pantheon of filmmaking since its birth in the early twentieth century. But ever since computer-generated animation in the form of 2D animation and 3D animation emerged, it has started gaining less popularity to both viewers and the creators as it is seen as the start of the downfall of stop animation. To find out the reason behind this, this research intends to point out and investigate the stop-motion animation process. With this, the researcher explores the process of making stop-motion animation step-by-step to understand its nature and learn its flaw to get a grasp of the reason stop-motion animation is declining.

TABLE OF CONTENT

i. ABSTRACT

ii. ACKNOWLEDGEMENT

CHAPTER ONE: INTRODUCTION

1.1	Background of Study	1-3
1.2	Problem Statement	3
1.3	Research Question	4
1.4	Research Objective	4
1.5	Scope And Limitation	4
1.6	Significance Of The Study	4-5

CHAPTER TWO: LITERATURE REVIEW

2.1	What is Animation	6
2.2	Types of Animation	6-8
2.3	What is Stop-Motion Animation	9
2.4	Stop-Motion Animation Techniques	9-13
2.5	Why Stop-Motion is being Less Practiced?	

CHAPTER THREE: METHODOLOGY

3.1	Introduction	14
3.2	Method Approach	14
3.3	Primary Data Collection	14-15

3.3.1	Self-exploration	
3.3.2	Observation	
3.4	Secondary Data Collection	15-16
3.4.1	Books	
3.4.2	Internet	

CHAPTER FOUR: PROJECT DEVELOPMENT AND DATA COLLECTION

4.1	Introduction	17
4.2	Production Phase	17
4.3	Phase 1: Pre-Production	17 - 19
4.4	Phase 2: Production	19 - 28
4.5	Phase 3: Post-Production	28 - 30
4.6	Summary of Chapter	30 - 31

CHAPTER FIVE: CONCLUSION AND RECOMMENDATIONS

5.1	Recommendation	32
5.2	Recommendation in design	32 - 34
5.3	Conclusion	34

BIBLIOGRAPHY	35 - 36
---------------------	----------------