**UNIVERSITI TEKNOLOGI MARA**
**FAKULTI FILEM, TEATER DAN ANIMASI**

**2D ANIMATED PROJECT *PISHANG?!*:**
**CREATIVE VISUAL TRANSITION AS AN**
**ART OF COMBINING THE SCENE**

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# UNIVERSITI TEKNOLOGI MARA

# 2D ANIMATED PROJECT *PISHANG?!*: CREATIVE VISUAL TRANSITION AS AN ART OF COMBINING THE SCENE

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Academic exercise submitted in partial fulfilment
of the requirements for the degree of
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**IT IS TO CERTIFY THAT**

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**HAS FULFILLED ALL THE REQUIREMENTS OF AN ACADEMIC
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# DECLARATION

I declare that the working this academic exercise was carried out in accordance with the guidelines of Universiti Teknologi MARA. It is original and is the result of my own work, unless otherwise indicated or acknowledged as referenced work. This exercise has not been submitted to any other academic institution or non-academic institution for any degree or qualification.

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# ABSTRACT

This thesis is focusing on the animation project of *Pishang?!*, where a research is being contributed as an art of combining the scene in the animation. This thesis is also focusing on the research of film editing and the art of combining the scenes through transitions. These transitions were being researched as part of solving the problems with the mainstream's scene editing. The problem with these mainstreams is that most of these transitions were commonly uses in film and video making resulting these type of transition was really look good if were uses correctly but consequences of these transitions are they can't be overuses or they will look silly and amateurish. With the help of creative visual transition, the animation project of *Pishang?!'s* transitions works well as an option to use other than the mainstream editing. I suggest that others will get inspired by the project and use a creative editing in their future works.

Keywords: Creative, Visual, Editing, Transitions, Animations.

# *ABSTRAK*

*Tesis ini menfokuskan kepada projek animasi yang bertajuk Pishang?!, dimana kajian ini menyumbang sebagai salah satu seni dalam mengabung kan babak dalam animasi. Tesis ini juga menfokus kepada kajian dalam suntingan filem dan seni dalam mengabungkan babak melalui transisi dan transisi ini juga dikaji sebagai salah satu cara menyelesaikan masalah dengan suntingan babak arus perdana. Permasalahan suntikan babak arus perdana yang digunakan iniadalah gaya suntingan ini sudah menjadi biasa dalam filem-filem dan pembuatan video dan memberi kesan bahawa jenis-jenis transisi ini boleh menjadi baik jika digunakan dengan betul. Akan tetapi, jika digunakan berulang kali, akan kelihatan mengarut dan amatur. Dengan menggunakan transisi visual secara kreatif, projek animasi Pishang?! mengunakan transisi dengan baik sebagai salah satu pilihan untuk digunakan selain daripada suntingan arus perdana. Diseru agar semua mendapat inspirasi daripada projek dan menggunakan suntingan secara kreatif di dalam kerja mereka di masa hadapan.*

Kata Kunci: Kreatif, Visual, Suntingan, Transisi, Animasi.

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