



**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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**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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## 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 suntingan babak arus perdana yang digunakan ini adalah 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 amat. Dengan menggunakan transisi visual secara kreatif, projek animasi Pishang?! menggunakan 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.

# TABLE OF CONTENTS

<b>Contents</b>	<b>Page No.</b>
<b>CLARIFICATION</b>	ii
<b>DECLARATION</b>	iii
<b>ABSTRAK</b>	iv
<b>ABSTRACT</b>	v
<b>ACKNOWLEDGMENT</b>	vi
<b>TABLE OF CONTENT</b>	vii
<b>INTRODUCTION</b>	
Introduction / Research Background	1
Problem Statement	5
Research Objective	7
Research Question	8
Significance of Research	8
Research Scope and Limitations	8
Research Design	8
Conclusion	9
<b>CHAPTER ONE: THE EDITING MAINSTREAMS</b>	
Introduction	10
Types of Classic Transitions	10
The Transitions in Digital Era	13

Conclusion	17
------------	----

**CHAPTER TWO:  
SATOSHI KON'S ART OF TRANSITION**

Introduction	15
Editing in <i>Perfect Blue</i>	15
<i>Paprika</i> 's Opening	16
Object Wiping in <i>Perfect Blue</i>	18
Transitions as Part of the Narrative	19
<i>Satoshi Kon's Editing Time and Space</i>	21
Animation as a Medium	23
Interview with Satoshi Kon	24
Sublime in Satoshi Kon's Films	25
Conclusion	26

**CHAPTER THREE:  
CREATIVE VISUAL TRANSITION IN 2D ANIMATION PROJECT  
*PISHANG?!***

Introduction	27
2D Animation <i>Pishang?!</i>	28
Research Findings	35
Conclusion	37



## **CONCLUSION**

Introduction	38
Chapter One Review	38
Chapter Two Review	38
Chapter Three Review	39
Conclusion	39

## **REFERENCES**

40