

CU 36918

**Universiti Teknologi MARA**

**2D Animation Storytelling**

**Maizatulakmar Abd Majid**

**Thesis submitted in fulfillment of the requirements for  
Bachelor of Science (Hons) Information Technology  
Faculty of Information Technology And  
Quantitative Science**

April 2005

## **DECLARATION**

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline

APRIL 1, 2005

MAIZATULAKMAR ABD MAJID

2001498138

## **ABSTRACT**

Over the years most young children learn their first knowledge from observing and listen to the word they heard around them. The parents always read a story book to their children so they can learn faster. When the kid know to read, they will read anything they see but sometimes, half of them are dislike reading. They prefer to watch cartoon. This is because the cartoon is animate and looks “alive” and makes the children more attract to watch it. That why this project will conduct to convert manual storybook to animated format using multimedia 2D animation. Before this the children just can read the book, but by multimedia 2D animation they can see the movement of the character and listen to the characters voice. The children can learn by listening the simple word used and they can remember it easily. One simple storybook will be choose and will be convert to animated format by using a suitable software. The researcher will use simple words that are easy to understand. From previous experience, learning from animations is useful for young children to increase their knowledge.

## TABLE OF CONTENT

<b>Declaration</b>	iii
<b>Acknowledgement</b>	iv
<b>Abstract</b>	v
<b>Table of Content</b>	vi
<b>List of Figures</b>	ix
<b>Introduction</b>	1
1.1 Background	2
1.2 Research Problem	2
1.3 Objective	3
1.4 Scope of The Project	3
1.5 Significant of The Research	3
1.6 Research Approach	4
1.7 Research Question	5
<b>Literature Review</b>	6
2.0 Introduction	6
2.1 Animation	6
2.2 2D Animation	7
2.3 Storytelling	8
2.4 Animation Future	9
2.5 Conclusion	9
<b>Approach and Methodology of the Project</b>	10
3.0 Introduction	10
3.1 Methodology	10

3.1.1	Choose a storybook	10
3.1.2	Storyboarding	11
3.1.3	Script	11
3.1.4	Drawing	11
3.1.5	Ink and Painting	11
3.1.6	Animating	12
3.1.7	Dubbing and Recording	12
3.1.8	Movie	12
3.2	Conclusion	12
<b>Construction</b>		13
4.0	Introduction	13
4.1	The Design	13
4.1.1	Interface Design	13
4.1.1.1	Main Menu Interface	14
4.1.1.2	Scene Selection Interface	14
4.1.2	Storyboard Design	16
4.1.3	Character Design	17
4.1.3.1	Cat Character Design	19
4.1.3.2	Dog Character Design	20
4.1.4	Scenes Design	20
4.1.5	Scripting	23
4.2	The Development Approach	23