

Universiti Teknologi MARA

**Using 3D Animation for Learning
English: Part of Human Body**

Tengku Farhana binti Tengku Mohd Yusoff

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

October 2004

**USING 3D ANIMATION FOR LEARNING ENGLISH:
PART OF HUMAN BODY**

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

OKTOBER 11, 2004

TENGGU FARHANA BINTI TENGGU MOHD YUSOFF

2002325311

ACKNOWLEDGEMENT

Alhamdulillah, thanks to Allah (s.w.t) the most merciful and forgiveness for His blessing and consent whereby I have been able to successfully complete this independent study. Peace and prayers to the Holy Prophet, Muhammad (s.a.w), his family and companions.

I would like to take this opportunity to extend my sincere appreciation to my supervisor Cik Hayati for her valuable guidance, idea, comment and strong support throughout the progress of this project. I also like to extent my infinite thanks to Dr. Nor Laila Md. Noor through formal and informal consultations that really helps me in carrying out to complete this project. However, I do realize that no matter what how much appreciation are given to them, it would still be insufficient if it were to compare with the knowledge and experiences they shared with me.

To my parents, my brother and especially to all my beloved family, thanks for your support and understanding, and it will always be remembered.

All of respondent especially for UiTM lecturers and students thanks for all help, assistance and cooperation. Lastly, to all my classmates and my entire friend; for your help, assistance and understanding only Allah (s.w.t) will be able to reward all those good deeds and guidance provides.

TENGGU FARHANA BINTI TENGGU MOHD YUSOFF

October 2004

ABSTRACT

Learning English at the first time is hard because it is not our mother-tongue conversation. Usually, it is difficult to make students especially year 1 to learn because at the early age they are more interesting to play game or something that can give them 'fun'. This project is about the development of 3 dimensions animation in making a English learning. The project's title is *Using 3D Animation for Learning English: Part of Human Body*. This prototype shows on how computer can make learning become easier and interesting. This thesis wills emphasis more on modeling, animate and rendering as the main methods used to produce the 3D animation. The development of this project follows the Multimedia Development Process Flow as creating a multimedia project can be extremely complex, costly, and time-consuming. In developing this prototype, some software has been used to make it success. Software such as Poser 5.0, Macromedia Director MX, Sound Forge are some of the few to be named. Besides that, there are several benefits while doing this project. This can be one of the methods in supporting the user to learn English as well as learning to interact with computers. This project can be as an alternative to parents who wanted to teach as well as communicating with their children and with the combination of animation, audio, video and graphic, it make this prototype more interesting to learn. Thus, this project can be use as a reference for future generation. It is not only intended for entertainment purposes but is also hope to be a better way in promoting the usage of computers to children. At the end as a conclusion, this thesis will list the limitations on developing the 3D animation.