Implementasi Metode *Pose to Pose* pada Animasi 3 Dimensi "Restitate"

Alvia Rizqi Mariska

Study Program Of Informatic Engineering

Majoring in Information Technology

Email: alviamariska2@gmail.com

ABSTRACT

Animation is an effective visual medium for delivering messages, including complex social issues such as corruption. This study aims to implement the Pose to Pose method in the creation of a 3D animation titled Restitate, which highlights the issue of corruption and promotes transparency through blockchain technology. The Pose to Pose method offers advantages such as better control over character movement and more structured planning, resulting in more expressive and easily understood animation. The production process follows three main stages: pre-production, production, and post-production, including scriptwriting, character design, storyboard development, modeling, animating, and final editing. The final result is a 6-minute and 48-second animated video, which was evaluated through a questionnaire distributed to respondents. Analysis of the responses indicates that most viewers were able to understand the intended message, relate to the characters, and appreciate the visual quality and storyline. Therefore, the Pose to Pose method is proven to be effective not only in the technical aspects of animation production but also in supporting the clear and communicative delivery of educational messages through animated media.

Keywords: 3D animation, pose to pose, blockchain, corruption, educational visualization.