DUPLICATING CHARACTER IN AN EXISTING MEDIUM INTO CHARACTER ANIMATION

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Abstract

Character is a vital element in animation. Original animation is developed from an idea and this initial process is followed by sketching and character animation. There are many literatures on developing character animation from an idea. But there are very few available for creating or duplicating character animation from an existing material or medium. Thus, this paper intends to discuss the appropriate character analysis approach that could be applied on an existing medium in order to create or duplicate its character into an animation. Characters in *Wayang Gedek* puppet theatre performed by the Seri Asun group will be the subject matter and studied as the existing medium in this paper. Hence, an element of animation, element and principles of design will be applied to study these characters. At the end of this paper, a character analysis approach appropriate to creating or duplicating characters from existing materials to develop character animation will be proposed.

Keyword: *Character analysis, animation, character animation*

INTRODUCTION

Animation has existed since 4000 years ago. Animation is defined as a sequence of illustrations that creates movement. The term animation or *animare* originates from Latin which means living. In other words, animation means drawings that are static turned alive (Jean Ann Wright. 2005, pg.1).

At the beginning, animations were produced using traditional methods like flipbooks. A flipbook is a stack of drawings on papers or book that released in a quick pace to create the illusion of movement (Sutrismo. 2010, pg.5). Traditional animations that use computers are called keyframed animation, cell animation and rotoscoping.

There are two kinds of animation – two dimensional and three dimensional animations. Two dimensional animations can only be viewed from certain angles and side views. Techniques that can be used to create two dimensional animations are by using cameraless animation, drawing and painting on paper, cut-out and collage, under-lit sands, straight-cut and wax, pin board, and stop motion. Meanwhile, software that can be used to create the animation are Adobe Flash, Toon Boom and Microsoft Silverlight. Besides that, three dimensional animation allows characters to be seen in a variety of angles and sides. The techniques used to produce three dimensional animation are motion capture and visual effects. Software that can used to generate such animations are 3D Studio Max, Animator Studio, Light Wave and Maya (Rozinah Jamaludin. 2005, pg.175).

As a rule of thumb, character design process came from ideas to sketches (Kelvin Hedgpeth & Stephen Missal. 2006, pg.3). However, there are disadvantages in the process of animating from the existing moving visuals . In relation to that, this paper will discuss the process of recreating animation using Wayang Gedek characters as existing moving visuals. Characters in Wayang Gedek were recorded during a live performance by Wayang Kulit Seri Asun Group who also the research subjects. As of now, that is the only active Wayang Kulit group in Kedah. The title of the performance is called "Wayang Gedek". Aithong and Pak Tam characters were chosen as the main subjects in the character animation. Original audio like music and Tok Dalang's voice in the performance were also used to create the animation. This paper will also discuss the process of duplicating Aithong and Pak Tam characters into animation.

There are three types of analysis in duplicating Wayang Gedek characters and characterisation into animation. The fundamental process of duplicating is based on character design, movement and inner personality of Wayang Gedek characters . This analysis consists of the