Faculty of Applied and Creative Arts

DOG'S BEHAVIOUR IN 2-D ANIMATION

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the requirements for the degree of Bachelor of Applied Arts with Honours
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Dog's Behaviour in 2-D Animation

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Abstract

This research is about dog's behaviour in 2-D animation. The focus on this research is not only the creativity of storyline but also on the principles of animation and interesting visual and composition on animation. The final product is created in order to validate the effectiveness of the animation.

Keywords

2-D animation, behaviour, dog, principles of animation

Chapter 1 Introduction

1.1 Introduction

In this chapter, researcher explains the definition of dog's behaviour in 2-D animation. This chapter also stated the objectives, problem statements and others that related to the research.

1.2 Definition

The definition for the topic is divided into two parts, there are dog's behaviour and 2-D animation.

1.2.1 Dog's behaviour

Behaviour can be defined as the way of human or animal behave themselves. Behaviour always related with phycology. Human or animal express themselves according to their thinking. Therefore, the definition of dog's behaviour is how the dog behaves itself.

1.2.2 2-D Animation

The definition of the word 'animation' is the movement of the objects. It is also defined as illusion of movement that display by using sequence pictures. Animation included living things and non-living things. Living things such as human perform run, walk, jump, and fight while non-living things' movement such as bouncing ball and car acceleration.

According to Preston Blair (1994), animation is the process of drawing and photographing the realistic movement of the movement subject. Besides that, Sanders (n.d.) also stated that the 2-Dimension (2-D) animation is the creation of moving images in a two-dimensional environment.

1.3 Problem statement

Society nowadays are not concern about dogs especially abandon dogs or stray dogs. They had been neglected and mistreated because they bring problem to society, such as disease and offenses to street users. In addition, some of the dogs are abandoned due to the irresponsible of the dog's owner. This cause they become homeless, and wander on the street.

1.4 Objectives

There are 4 research objectives:

a) To identify interaction between dog and human and dog's actions through visual analysis.

b) To analyse information about principles of animation in dog's behaviour.

c) To produce an animation with a fiction story based on dog's actions.

d) To validate the created animation.

1.5 Hypothesis

The research is about dog's behaviour in 2-D animation. The research is expected the principles of animation, creative storyline and visual in the animation clip are matched.

1.6 Research Scope

This research is emphasizes on creating a 2-D animation. The visual style of animation is hand-drawn and crayon-drawn.

1.7 Significant of Research

The research is creating an animation about dog's behaviour with the applied of principles of animation, creative storyline and hand-drawn and crayon-drawn visual. Besides that, the animation is also about interaction between human and dog. Furthermore, the animation also creates awareness to the society about loving their pet dog.

1.8 Conclusion

At the end of the chapter, researcher able to identify the definition of research title, problem statements and objectives that related to the dog behaviour in animation. Thus, the further research can be done in the following chapters.

2.1 Introduction

In this chapter, information is collected from the previous research that related to the animation and dog's behaviours. The information is summarized in order to archive the objectives.

2.2 Dog's behaviour

"Many dog lovers make all kinds of inferences about how their pets feel about them, but no one has captured images of actual canine thought processes – until now."

(Clark, 2012)

"Most experienced dog owners are familiar with common dog behaviour problems, but some may wonder why dogs exhibit these behaviours. Barking, biting, chewing and many other common dog behaviours are often misunderstood and mishandled by dog owners."

(Stregowski, 2012)

From review both of the literatures above, dog's behaviour is hardly to be understand by human. It goes the same for society. People scare them due to their behaviour such as barking for no reason. Sometime their attitude confuses people.

"Although there are behavioural variations between breeds, often related to purpose, the core behaviours of the domestic dog are very similar across breeds and are often similar to those of its closest relative, the wolf. The wolf can serve as a basis for understanding the dog, but it is also important to remember that thousands of years of selective breeding have changed a lot of the behaviour too."

(Beaver, 2009)

Almost every breed of dog has similar behaviour. Moreover, the behaviour of wolf and dogs share a certain degree of similarities. Researcher also studies certain actions and movements from wolf such as run cycle and walk cycle.

2.3 Animation

"Animated films are the biggest special effect cinema has yet given us. In animation anything can happen. Animated movie are also an immensely common source of reference for people."

(Clarke, 2004)

Animation is not just a show, this is also a story telling and also giving a feeling of freshness to perform a story to the audience. Besides that, animation is also an interesting way to perform art.

2.4 Principles of animation

"As each of these processes acquired a name, it was analysed and perfected and talked about, and when new artists joined the staff they were taught these practices as if they were the rules of the trade. To everyone's surprise, they became the fundamental principles of animation."

(Thomas & Johnston, 1981)

The applying of 12 principles of animation is a must in every animated video. If there are no principles of animation, the animation are stiff and even ruin the animated video. The principles also help animators to understand the way of movement happens such as the moment before an action (anticipation) and after an action (following through). There are the most detail ways to determine the movement.

2.5 Timing

"Timing in animation is an elusive subject. It only exists whilst the film is being projected, in the same way that a melody only exists when it is being played. A melody is more easily appreciated by listening to it than by trying to explain it in words. So with cartoon timing, it is difficult to avoid using a lot of words to explain what may seem fairly simple when seen on the screen."

(Whitaker & Halas, 2009)

Timing plays important role in animation. It affects the fluency of the subject movement, mood even the story telling. Timing is necessary in order to produce an interesting animation.

2.6 Visual

"People who do not appreciate arts are more than people who are illiterate because they consider the realistic arts as the best artwork."

(Wu, 1995)

According to Wu, society now is only attracted to the realistic visual but neglect the others such as doodle, children's drawing and abstract art. This happen due to the technology of modern time is able to produce high quality and realistic visual and the demand from audiences is high.

2.7 Conclusion

In this chapter, the researcher understands more about the topic research that regarding the dog's behaviour and 2-D animation. Thus, this chapter is able to guide the researcher to the following chapter.

3.1 Introduction

Research methodology is about methods that used in the research by the researcher. 2 methods are used in the research, there are qualitative and quantitative.

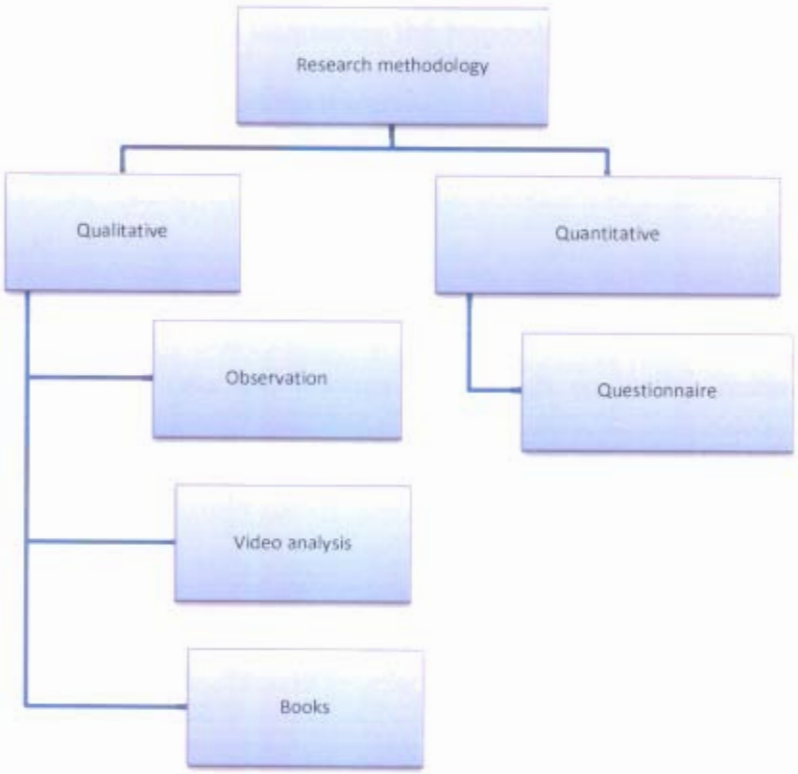

Figure 1: Diagram of the research methodology

3.2 Qualitative Research

Researcher uses three kinds of quantitative research. There are observation, video analysis, and books.

3.3 Quantitative Research

In this method, researcher collects data through the questionnaires in purpose of determine the respond from the audience. The respondents have to fill the questionnaires and the researcher summaries the respond into graph. The collected data is the guidance for researcher in the research.

3.4 Conclusion

Researcher collects data and information through qualitative research and quantitative research. The finding result is used as source and reference for researcher.

4.1 Introduction

As stated in chapter 3, which is methodology research, the qualitative and quantitative method have been used in order to collect data and information that analysed during the design process.

4.2 Qualitative Research

4.2.1 Observation

Figure 2: Photo of Bui

Figure 3: Photo of Coco

Researcher is going to observe pet dogs. There are two pet dogs named Bui and Coco. The researcher observes on their behaviour, especially their actions, movement, and their expression. From the observation, researcher finds that the relationship between principles of animation and dog's movement. For example, when Bui is walking, researcher finds that principles that are needed to study through their walk cycle are such as anticipation, follow through action, and squash and stretch.

When researcher interacts with them, such as feeding and playing with them, their behaviour is noticed. Researcher collects the information as reference for the animation.

Besides that, researcher also observes the street dogs especially those are in Desa Ilmu, Kota Samarahan. Bunch of them do not have shelter, and wander around the housing area in Desa Ilmu, Kota Samarahan. Somehow, they even dig around in the trash. This shows that they are neglected and not been concern by the society. Researcher finds idea for the animation storyline regarding to the situation that happening in Desa ilmu, Kota Samarahan.