Analysis and Development Film
Legend Of Birds "Goheba" and Island Maitara
Using Three Dimensional Animation

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Abstract— **Increasingly modern world makes the younger generation no longer know or learn about the folklore and legends, culture, and history of their respective regions. Folklore in North Maluku became extinct and abandoned by society.In the study of folklore North Maluku Analysis will be made an animated film about folklore in North Maluku, North Maluku province itself has many stories of the People or the legend as well as other areas. Development of animated films in Indonesia already known by the people of the community both Indonesia and the World society, therefore Folklore North Maluku will create 3D animated film (three-dimensional) with the title of the movie Legend of the Bird "Goheba" and Maitara Island. This research aims to produce folklore that has been forgotten by the community with the study of the topic of 3D animation using Blender. From the results of the 3D animation film making folklore of North Maluku, people know the story of the people in North Maluku.**

Key Word: Cerita Rakyat Maluku Utara, Legenda, animasi 3D, film

1.Background

Legend is folklore, which always discusses neighbor stories of the past. Where in the legend, still always have its own moral message in the story of the legend. From Sabang to Merauke People definitely have a story or legend that is always different, in North Maluku province also has many stories of people or a legend, a story that will be raised in this research is "The Legend of the birds 'Goheba' and Maitara island"

Most of the younger generation is not aware of the stories of folklore in North Maluku, this is due to an increasingly modern world so that generations as even now no longer know or seek to know about folklore, culture, and history of their own region.

2.Problem Formulation

The problems to be solved in this research is how to analyze the 3D animation movie folklore or legend bird 'Goheba' and Maitara island, and what moral messages contained therein, when people have or have not watched the animated film.

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3. Limitations of Research Variables

Limitation of the problem in this research is the limit of the analysis and the filming of 3D animations, and folklore or legend that will be discussed is the Legend Bird Goheba and Maitara Island, but even the author discussed in detail is the island Maitara, because the island is still in seen to date. This animation film making a short animation with a duration of approximately ± 7 minutes. as well as the Demographic

- Age: all ages, but need parental guidance for children under 6 years old.
- Segment:all circles
- Main Goal: adolescents and adults

4.Research Purpose

The purpose of this research is a problem in the community can know the folklore or legend about a bird 'Goheba' and Maitara island, along with the moral message contained in it which has been made into a 3D animated film.

5.THEORETICAL
a.Multimedia

Multimedia derived from multi and media.Multi means a lot and media means media or intermediary. Multimedia is a combination of several elements of text, graphics, sound, video and animation that produces stunning presentations. Multimedia also has a high interactive communication. For multimedia computer users can be defined as a computer information that can be presented through audio or video, text, graphics and animation. Here can be described that multimedia is a combination of data or media to convey information so that it is presented with more menarik.Multimeida is a combination of computer and video (Ronch, 1996).

b. Animation

Animation is derived from the word 'to animate' which means moving, turn. animation is the process of creating motion effect or the effect of deformation occurring for some time. Animation is also a technique of displaying images sequentially such a way that the audience feel the illustration motion (motion) on the displayed image. The definition means that inanimate objects can be 'turned on'. Types of animation: 2D animation, 3D animation, stopmotion.

c. Blender

Blender Blender is a 3D software on a computer that is free and open source.Blender used to create animated films, visual effects, interactive 3D application or video game. Blender features include 3D modeling, UV unwrapping, texturing, rigging and skinning, fluid and smoke simulation, particle simulation, animating, match moving, camera tracking, rendering, video editing and compositing. Blender also has a built-in game engine.

d, Legend

From the Latin legend Legere is a prose story of the people who are considered by having a story as something that really happened. Therefore, the legend is often regarded as the "history" of collective folk history

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d. SWOT Analysis

SWOT analysis is a basic method for analyzing and positioning the organization's resources and environment in four areas: strengths, weaknesses, opportunities and threats. The strengths and weaknesses internal (controllable) factors that either favor or hinder organizations to achieve their missions. Meanwhile, opportunities and threats are external (uncontrollable) factors that enable and disable organizations from completing their mission. SWOT Analysis discovered by Humphrey as part of his research at Stanford Research Institute in the 1960s-1970s, and was conducted using data from Fortune 500 companies.

Figure 2.1. SWOT Analysis

6. RESEARCH METODOLOGY

a. System Plan
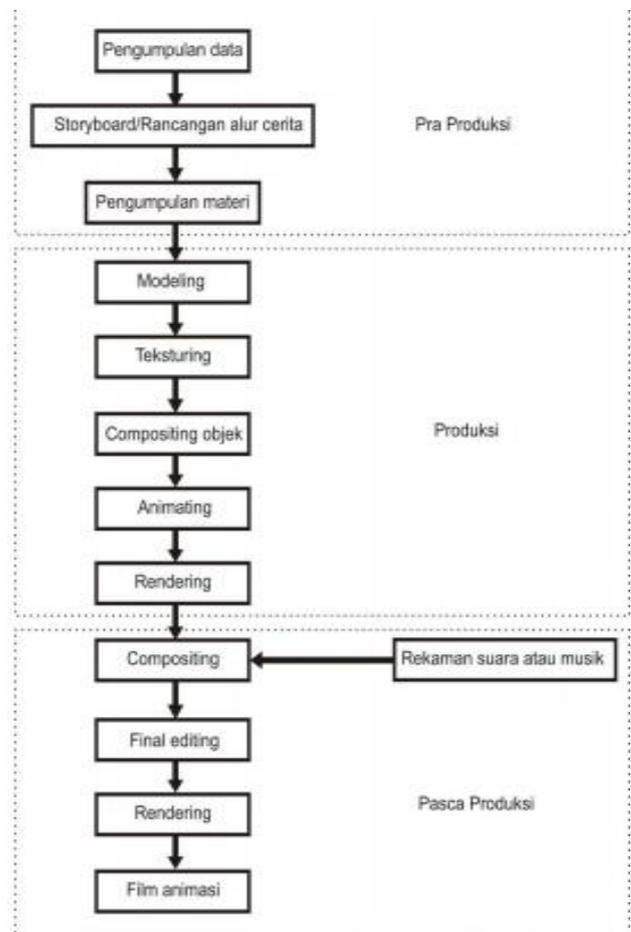
b. Need System Analysis

Tabel 1. Need System Analysis

Hard Ware	Soft Ware
• Prosesor AMD Buldozer FX(tm)-6100 Six Core.	• Windows 7 Ultimate Operation System 64bit
• Motherboard ASUS	• Blender 64bit

M5A97. • RAM 8 GB DDR III. • Harddisk WDC 1 TERA. • VGA Card AMD RADEON HD 6700 Series. • Monitor CRT, Philips 191 EL 19inc.	• Adobe After Effect CS6 • Adobe Photoshop CS6 • Adobe Primiere

Tabel 2. Analysis of Human Resources

Jobs Name	Name
Modeling	Akil Thalib
Texturing	Akil Thalib
Rigging	Akil Thalib
Animator	Akil Thalib
Lighting	Akil Thalib
Rendering	Akil Thalib

c. An Overview of Research Object

As one of the youngest province of the 33 provinces in Indonesia, North Maluku officially formed on October 4, 1999, through Law No. 46 of 1999 and Act No. 6 of 2003. Before officially became a province, North Maluku is part of Maluku province, namely its early Utara.Pada Maluku regency, North Maluku Province capitalized in Ternate is located at the foot of Mount Gamalama, for 11 years.

Precisely until August 4, 2010, after 11 years of transition and preparation of infrastructure, capital of North Maluku province was transferred to the City Sofifi located on Halmahera Island is the biggest island.

Geographic North Maluku located at coordinates 3° 40 'LS- 3° 0' LU123° 50 - 129° 50 'E, actually a group of islands in the ratio of land and water as much as 24: 76. Has a group of islands as much as 395 pieces, 83% or about 331 uninhabited islands.

d. Feasibility Analysis System

The main purpose of the analysis of the feasibility of the system is to test a new system that would apply whether it is feasible to use or not. In this case careful consideration of how the benefits and costs are in need. On the feasibility analyses systems for the manufacture of animated films, there are two analyzes that are used are:

1. Feasibility of Technology

Feasibility of the technology used to determine whether this technology will be applied in an animated or not. The use of computer technology can be applied in new animation because animation old still unsatisfactory. Animation film is expected to produce a satisfactory result from the old animation.

Feasibility of Law

Feasibility of law is the feasibility of existing legislation and should be anticipated. In terms of the applicable law in Indonesia design of the proposed system has no legally flawed because it does not termuatnya prohibitions on legislation from the government.

2. Animation Film Making Process "LegendaBurung Goheba dan Pulau Maitara."

1. Pre Production:

In the animated film takes an idea and concept cerita.Gagasan and concepts included in this initial pre-production to create the animation. Steps to be followed in the pre-production process.

2. Production

In making the animated film production is a key process that can certainly produce the animated film itself. Steps to be followed in the production process of making animated films are as follows:

Character modeling, process modeling objects, made with the detail and to the size and scale of the design sketches predetermined so that objects will seem ideal models and proportional to behold.
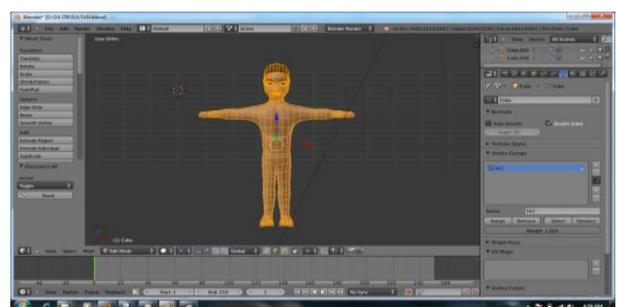

Figure 4.1 Modelling

a. *Mapping*, in the manufacturing process, giving color and material (texture) on the object, so it has a real impression.

Figure 4.2 Mapping

b. *Rigging* Giving the bone) to the characters, every character and object in the animated film required the administration of the bone so that the character can be moved in accordance with the desired movement.

Figure 4.3 Rigging

c. *Animation*, animated 3D character in accordance with the desired movement.

Gambar 4. 4 Animation

d. *Background*, the manufacturing process of location setting both exterior and interior scenes.
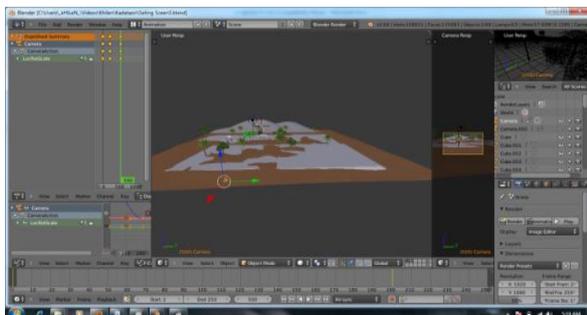

Figure 4.5 Background

e. *Lighting*, the manufacturing process and the provision of light on objects that have a realistic visual impression because there is the impression of depth and shadow of the object.
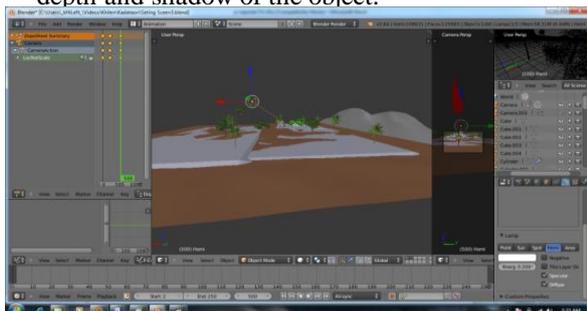

Figure 4.6 Lighting

f. *Rendering*, process to produce the output of process modeling, mapping, animation, background and lighting in the form of still images or video.
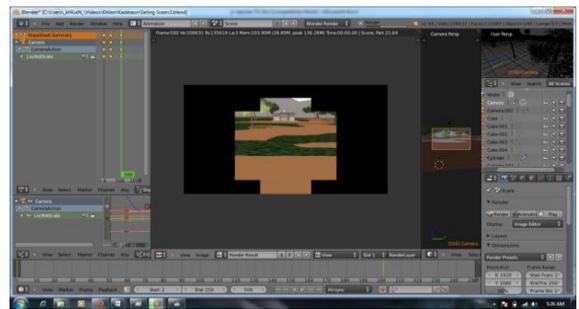

Figure 4.7 Rendering

3. Post Production

In post production, animation is polished such that it can be a film intact and can be shown to the audience. Step-step that must be passed in the post-production process in the making of animated films are as follows:

    a. *Compositing&visual effect*

    b. *Editing*

    c. Final/*Mastering*

    d.

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the description that the author has been describe above, the analysis of a 3D animated film about folklore or legend Bird 'Goheba' and Maitara Island, along with the message Moral contained in the story of the legend, so that generations of today can know about folklore or legends especially in North Maluku, and in general in Indonesia

B.Suggestion

Based on the above conclusion, it can be taken a few suggestions as follows:

1. If anyone would develop the story of this legend, the authors allow forest. But focus to the origin of birds 'Goheba' because; in the report's authors explain more about Maitara Island.

2. Can presenting this story, using the techniques of other animations.

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