

ABSTRACT

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HASIL KERJA ANIMASI 2D KARAKTER “BINEKON” BELA NUSANTARA STUDIO UNTUK KONTEN SOSIAL MEDIA

This paper is written to summarize the body of work done by the practitioner during the time spent interning at Bela Nusantara Studio. Within the duration of the 6 months interning period, the practitioner was employed as a 2D animator with a focus on short-form content to be uploaded on social media platforms, namely Instagram. This work required the usage of programs such as Toon Boom Harmony and Adobe Premiere. The practitioner utilized skills honed in college classes relating to the area in which they worked. This opportunity allowed the practitioner to grasp a deeper understanding of theories and practices which were previously only explored within the classroom.

Keywords: 2D animation, internship, animator