**GARIS BESAR PROGRAM PEMBELAJARAN (GBPP)**

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| Mata Kuliah | : | Animasi |
| Kode Mata Kuliah /sks | : | VCD 303 / 3 SKS |
| Deskripsi Singkat | : | Membekali mahasiswa dengan pengetahuan dan ketrampilan tentang teknik produksi film animasi dan pemanfaatannya pada perancangan visual |
| Standar Kompetensi | : | Mahasiswa mampu membuat film animasi sederhana baik teknik animasi gambar, animasi stop-frame maupun animasi digital, serta mampu mengaplikasikannya untuk tujuan perancangan komunikasi visual |

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| **NO.** | **Kompetensi Dasar dan indikator** | **Pokok Bahasan,**  **Sub P.Bahasan** | **Metode** | **Media** | **Estimasi Waktu** | **Sumber Kepustakaan** |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | Mampu menjelaskan pengertian umum Mata Kuliah Animasi | Pengantar umum mata kuliah  Animasi | teori |  | 3X 50 MENIT |  |
| 2 | Mampu menjelaskan Teknik Dasar Film Animasi | Pengertian Dasar,  Teknik film Animasi  Jenis Teknik dan  Gaya Film Animasi | teori |  | 3X 50 MENIT |  |
| 3 | Mampu menjelaskan dan menerapkan pada Prinsip Dasar Animasi pada karya film animasi. | Pose to pose  Timing | praktika |  | 3X100 ‘ |  |
| 4 | Strech & squash  Secondary action  Anticipation  Easy in & out | praktika |  | 3X100 ‘ |  |
| 5 | Follow through & Overlapping action | praktika |  | 3X100 ‘ |  |
| 6 | Arcs  Exaggeration  Staging | praktika |  | 3X100 ‘ |  |
| 7 | Apeal  Personality | praktika |  | 3X100 ‘ |  |
| 8 | UTS |  |  |  |  |  |
| 9 | Mampu membuat Film animasi dua dimensi sederhana | Tahap  Pra Produksi | praktika |  | 3X100 ‘ |  |
| 10 |  | praktika |  | 3X100 ‘ |  |
| 11 | Tahap  Produksi |  |  |  |  |
| 12 |  |  | 3X100 ‘ |  |
| 13 | Tahap  Pasca Produksi | praktika |  | 3X100 ‘ |  |
| 14 | Mampu membuat Film animasi Stop Frame sederhana (experimental) | Tahap  Pra Produksi |  |  | 3X100 ‘ |  |
| 15 | Tahap  Produksi | praktika |  | 3X100 ‘ |  |
| 16 | UAS |  | praktika |  |  |  |

Daftar Perpustakaan

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