

INTISARI

Penelitian ini membahas penerapan teknik rigging menggunakan plugin Limber pada animasi 2D Menara Kebersamaan dengan tujuan menilai efektivitasnya dalam mendukung 12 prinsip animasi serta aspek efisiensi produksi. Hasil penelitian menunjukkan bahwa prinsip Anticipation, Staging, dan metode Pose to Pose telah diterapkan dengan cukup baik, sementara prinsip Squash and Stretch, Follow Through & Overlapping Action, Slow in & Slow out, Exaggeration, dan Solid Drawing masih kurang optimal sehingga gerakan terlihat kaku dan kurang ekspresif. Dari sisi efisiensi, penggunaan Limber terbukti mempersingkat waktu produksi dan menyederhanakan alur kerja, meskipun fitur-fiturnya belum sepenuhnya dimanfaatkan. Dengan demikian, Limber dapat dinilai efektif sebagai alat bantu rigging dalam animasi 2D, namun kualitas ekspresi dan keluwesan gerakan masih perlu ditingkatkan agar hasil animasi lebih hidup, natural, dan sesuai standar animasi profesional.

Kata kunci: After Effects, Animasi 2D, Limber, Menara Kebersamaan, Rigging.

ABSTRACT

This study explores the application of rigging techniques using the Limber plugin in the 2D animation Menara Kebersamaan. The research aims to evaluate its effectiveness in supporting the 12 principles of animation as well as production efficiency. The findings indicate that principles such as Anticipation, Staging, and the Pose to Pose method were implemented effectively, while Squash and Stretch, Follow Through & Overlapping Action, Slow in & Slow out, Exaggeration, and Solid Drawing were less optimized, resulting in movements that appeared rigid and less expressive. In terms of efficiency, Limber significantly reduced production time and streamlined the workflow, although several advanced features were not fully utilized. Overall, Limber proved to be an effective rigging tool for 2D animation production, but further refinement is needed to enhance expressiveness and fluidity so that the final animation appears more natural, engaging, and aligned with professional animation standards.

Keywords: After Effects, 2D animation, Limber, Menara Kebersamaan, Rigging.