

RINGKASAN

Kraf Komik berjudul Banjir Bang yang masuk kategori komik strip kartun lokal Banyumas sudah diperkenalkan melalui media digital, terutama sosial media facebook dan instagram. Dengan demikian Kraft Komik disebut Komik web. Tetapi pewarnaan karakter masih perlu dibenahi. Hasil kuesioner 100 responden yang mengetahui multimedia dan digital coloring sebesar 93% menunjukkan perlu pembenahan coloring dan pengembangan ke motion comic . Dibutuhkan teknik digital coloring soft cell shading serta motion comic sebagai sarana baru untuk menikmati komik dalam nansa berbeda. Maka dibuatlah pembaharua untuk mengangkat potensi komik lokal dengan menerapkan teknik soft cell shading & motion comic pada karakter komik Web Kraft “Banjir Bang”. Wawancara, Dokumentasi, Studi Pustaka dan Kuesioner sebagai metode pengumpulan data. Metode penelitian dan pengembangan menggunakan 4D Thiagarajan terdiri dari define, design, development, dissemination. tahap developmen menggunakan konsep digital soft cell shading, infinite canvas, evaluasi skala Guttman dengan hasil analisis sebesar 98,26% bahwa komik Kraft “banjir Bang” lebih bagus dan menarik.

Kata kunci: Kraft Komik, komik strip kartun, lokal, soft cell shading, motion comic

ABSTRACT

Kraf Komik entitled Banjir Bang, which is included in the comic strip of local Banyumas cartoon strips, has been introduced through digital media, especially Facebook and Instagram social media. Thus Kraft Comics is called a web comic. But character coloring still needs to be addressed. Questionnaire results of 100 respondents who knew about multimedia and digital coloring by 93% showed that it needed improvement in coloring and development to motion comic. Digital coloring techniques for soft cell shading and motion comic are needed as a new means to enjoy comics in different dances. So a discussion was made to raise the potential of local comics by applying soft cell shading & motion comic to the character of Web Kraft comic "Banjir Bang". Interview, Documentation, Study Literature and Questionnaire as a data collection method. The research and development method using 4D Thiagarajan consists of define, design, development, dissemination. the development stage uses the concept of digital soft cell shading, infinite canvas, evaluation of the Guttman scale with an analysis of 98.26% that the Kraft comic "flood Bang" is better and interesting.

Keywords: Kraft Comics, cartoon strip comics, local, soft cell shading, motion comic

