

INTISARI

Mekanisme pelayanan akan mudah dipahami dengan memanfaatkan fitur bidang teknologi yaitu visual dengan membuat animasi ilustrasi. Tentunya mekanisme pelayanan hampir ada di setiap perusahaan termasuk di kepolisian. Pelayanan yang sering diakses oleh masyarakat yaitu pembuatan SKCK dan perizinan. Pembuatan simulasi SKCK akan memudahkan masyarakat untuk memahami persyaratan dan alur pembuatan SKCK di Polsek Adipala. Tujuan pembuatan penelitian ini adalah untuk meningkatkan pemahaman masyarakat tentang persyaratan dan alur pembuatan SKCK di Polsek Adipala dengan memanfaatkan video animasi motion graphic tiga dimensi. Pemilihan model pengembangan Multimedia Development Life Cycle (MDLC) didasari atas pertimbangan bahwa model ini dikembangkan secara sistematis. Hasil penelitian berupa video animasi 3D mengenai persyaratan dan alur pembuatan SKCK di Polsek Adipala dan hasil pengujian responden menunjukkan prosentase sangat bagus sebesar 61%, bagus sebesar 31%, cukup sebesar 8% dan kurang sebesar 0%. Hasil penelitian ini menunjukkan bahwa masyarakat dapat memiliki daya tarik dan pemahaman yang lebih jelas tentang persyaratan dan alur pembuatan SKCK di Polsek Adipala.

Kata kunci: Animasi, 3D , 3D Karakter, Motion Graphic, SKCK

ABSTRACT

The service mechanism will be easy to understand by utilizing the features of the technology field, namely visuals by creating animated illustrations. Of course, service mechanisms exist in almost every company, including the police. The services that are often accessed by the community are the preparation of SKCK and permits. Making an SKCK simulation will make it easier for the public to understand the requirements and flow of SKCK creation at the Adipala Police Sector. The purpose of this research is to increase public understanding of the requirements and flow of SKCK production at the Adipala Police Sector by utilizing three-dimensional motion graphic animation videos. The selection of the Multimedia Development Life Cycle (MDLC) development model is based on the consideration that this model is developed systematically. The results of the study were in the form of a 3D animation video regarding the requirements and flow for making SKCK at the Adipala Police and the results of the respondent's test showed that the percentage was very good at 61%, good at 31%, enough at 8% and less at 0%. The results of this study indicate that the community can have an interest in and a clearer understanding of the requirements and flow of making SKCK at the Adipala Polsek.

Keywords: Animation, 3D , 3D Character, Motion Graphic, SKCK