

## **BorneoAnim - Borneo Animation**

By

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### Abstract

BorneoAnim is an approach specifically developed for animators from Borneo island, especially Midlewoode.c. BorneoAnim approach is the approach assimilate animation approaches from the east and west. The pioneers and developer in this approach under the support of A&J Foundation has traveled to Japan, Taiwan, Hong Kong, Singapore, China to understand something is missing in the eastern studio approach. BorneoAnim has been developed for 10 years. In this paper BorneoAnim describes starting from the beginning, the original frame work to the production of an animation of the local culture. With the achievements so far, BorneoAnim managed to preserve local culture by new media.

### Introduction

BorneoAnim introduced by the late Anthony Y originating from Midlewoode.c. He was one of the pioneers of Borneo animation. BorneoAnim approach modified by the animation group KAT, Kulu Animation Team under the monitoring of Art house 1.

BorneoAnim is an assimilation approach between Disney and Toei approach. A new generation is a bit of animation can engage in the animation industry. However, many obstacles to be faced. Which consists of :

- 1 .lacking of local government support .
- 2 .lacking of community recognition .
- 3 .shortage of staff in the course of introducing BorneoAnim approach .

## Borneo

Borneo is the third-largest island in the world and the largest island of Asia. At the geographic centre of Maritime Southeast Asia, in relation to major Indonesian islands, it is located north of Java, west of Sulawesi, and east of Sumatra.

The island is divided among three countries: Brunei and Malaysia on the north, and Indonesia to the south. Approximately 73% of the island is Indonesian territory. In the north, the Malaysian states of Sabah and Sarawak, along with the federal territory of Labuan, make up about 26% of the island. The sovereign state of Brunei, located on the north coast, comprises about 1% of Borneo's land area. Borneo is home to one of the oldest rainforests in the world.

## Animation

Animation is the process of creating a continuous motion and shape change illusion by means of the rapid display of a sequence of static images that minimally differ from each other. The illusion—as in motion pictures in general—is thought to rely on the phi phenomenon.

Animations can be recorded on either analogue media, such as a flip book, motion picture film, video tape, or on digital media, including formats such as animated GIF, Flash animation or digital video. To display it, a digital camera, computer, or projector are used.

Animation creation methods include the traditional animation creation method and those involving stop motion animation of two and three-dimensional objects, such as paper cutouts, puppets and clay figures. Images are displayed in a rapid succession, usually 24, 25, or 30 frames per second.

In 1956, Toei established an animation division, Toei Animation Company, Limited at the former Tokyo-Ōizumi animation studio, purchasing the assets of Japan Animated Films (originally founded in 1948).

Toei was a pioneer in the use of character transformation in live-action martial-arts dramas, a technique developed for the *KamenRider*, *Devilman* and *Super Sentai* series; the genre currently continues with *Kamen Rider* and *Super Sentai*.

## Objectives

Rich culture in Borneo is ready to be conserved . However, due to the lack of interest from the younger generation , it is a desire to establish a new approach to attract them. BorneoAnim introduced to the younger generation in Borneo that they be given the opportunity to create their own animated visual presentation from primary until secondary school. BorneoAnim using traditional workflow to support digital methods .work as preproduction , production, postproduction. So each of the animator needed solid drawing

principles to support. First of all they have to go for narration construction process. They are constructing the concept preproduction , production mindmapping , synopsis , script , script treatments, character design , props design, background design. providing support audio, music and line .

Production consists of the fabrication process of animation . In this stage ,they have to be prepared to theCels.Cels count 24 drawing or painting .Cels then be trimmed and then scanned into the computer with adobe photoshop, then erasing cel takes place. after coloring with digital approach. Then produce an alpha channel for layering process. with the background layering produced can be used for the lowest layer in the animation software.

#### Methodology

BorneoAnim method used is related to the method of combination between BAE Borneo Art Education and method mimicking animation studio Toei Japan and the United States, Disney studio .BorneoAnim methods instituted to monitor and review the location and data collection . Whether in visual or written, oral tradition.data interpretation and analysis work will be participating.After analyzing all the data, including the reading of the meaning of the code, the collection continues to be handled and documented.

With the data after analysis, the concept of job processing will take place. Line help of the source data will assist in the production of concepts and ideas.In the process, special attention will be made to the scope of the production. Collection of ideas will be done in the

'green' of all jobs will be managed in the suburban jungle. with the objective to enable the brainstorm process can be implemented without disruption . Due to the limitations in the production of financial support.then all of the budget should be maximized.

## Project

Projectinitiatedby producingCels. Celsshould be labeledand categorized intodopesheetBorneoAnimstyle yet digital folder been prepared from beginning stage of scanning. Celswillthenscannedinto acomputerstoragesystem. thenuse the software.

Afterfinishing tasksdone, Celswillbe coloredinAdobe Photoshop. Equipment used isBrushes, pickerorEYEDrop, paint.thecombination of all theequipment, acelproduced.

WithcoloredCels, alpha channelworkto be done.

with the help ofthe concept, the background toenvironmentalsoproduced.

environmentshould bescannedinto the systemcompuersavers.

AfterpreparationandbackgroundCelsresolved.Compositionworkwill be

participating.combinationCelsandbackgroundsdoneinadobe flashsoftware.

When the entireprocess is done.The lastphase ofisediting. Thisjobinvolves thedirectorandeditor.

## Reference

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Borneo is an island and part of Asia. Little is known about the location. When talking to Gambit, Cable introduced himself as the "Wild Man of Borneo" though it is unknown if Cable ever visited the island. Wikipedia. Borneo (Earth-616) at Marvel Database. Categories: Places. Community content is available under CC-BY-SA unless otherwise noted. Borneo is the third-largest island in the world and the largest in Asia. At the geographic centre of Maritime Southeast Asia, in relation to major Indonesian islands, it is located north of Java, west of Sulawesi, and east of Sumatra. The island is politically divided among three countries: Malaysia and Brunei in the north, and Indonesia to the south. Approximately 73% of the island is Indonesian territory. In the north, the East Malaysian states of Sabah and Sarawak make up about 26% of the island Borneo Divers Mabul Resort lies at the heart of Mabul Island, a former fishing village now famous for its exotic, diverse marine life and internationally-renowned dive spots – Mabul, Kapalai & Sipadan. Take Me There. Take A Dive. Mamutik. Kota Kinabalu. Conveniently located in the heart of Kota Kinabalu, BDTI is a one-stop dive school that offers budding divers the opportunity to wet their fins and experienced divers the chance to continuously upgrade their scuba skills and certifications.

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