ANIMATION RESEARCH: CONSTRUCTING BANGSAWAN IN 2D FORMAT

KAJIAN ANIMASI: PEMBANGUNAN BANGSAWAN DALAM FORMAT 2D

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Abstract

This paper presented is a Doctor of Philosophy degree research in progress by the first named presenter of the paper. The paper shares her experiences and efforts in constructing a 2D animation work of the Bangsawan theatre. The work process involves a good understanding of the Bangsawan live theatre phenomenon and to construct an original script taken from the Malay historical source of Hikayat Seri Kelantan. The major part however is the animation work process of the Bangsawan story set within the Bangsawan format of live theatre. To construct the 2D animation work, it is decided upon the choice of projecting the tale of a female Malay ruler, Puteri Saadong of Kelantan whose reign was during the end of the 18th century.

Keywords: Bangsawan, 2D animation, digital technology, Hikayat Seri Kelantan, story construction.

Abstrak

Artikel ini membincangkan kajian yang sedang dijalankan oleh penulis pertama dan berkongsi tatakerja yang terlibat dalam usaha membangunkan teater Bangsawan dalam bentuk persembahan animasi 2D. Bagi memastikan skrip yang ditulis menepati ciri-ciri drama Bangsawan sebenar, kajian ini menuntut pemahaman pengkaji terhadap fenomena Bangsawan. Skrip kajian ini dibuat berdasarkan

1 Nur Yuhanis Mohd Nasir, the writer, is currently a SLAB PhD candidate working on the 2D Animation using Bangsawan as her case-study. Professor Datin Dr. Rahmah Bujang is her supervisor.