

CHAPTER I INTRODUCTION

1.1 Background

According to the book of “*Panduan Editing Video Ala Pro dengan Software Gratis* (Rahman, 2018)” transition effect is needed to expected to give certain subtleties to changes starting with one scene then onto the next. on the off chance that there are a few recordings in a single video, you can utilize the change to give a specific vibe. Demonstration video according to (Andriawan & Suparman, 2015), is a collection of moving pictures combined with audio which demonstrates how to do something in detail. And benefit from demonstration video is helping viewers to easily understand the topic that they’re study in.

Multimedia included all media utilized to verbalize content, illustrations, activity, video, and sound in a consolidated strategy. Advanced innovation has a broad scope of zones, for example, media communications, and excitement (TV/film) prompts changing the generation, transference, and utilization standards for sight and sound information. The most critical of interactive media frameworks for data sharing is the video. Evolving application territories of the video are in medicinal frameworks (Pal, Acharjee, Rudrapaul, Ashour, & Dey, 2015).

There are 6 stages in Multimedia Development Life Cycle (MDLC), which are concept, design, material collection, assembly, testing and distribution (Khair & Hariyanti, 2018). According to (Mustika, Sugara, & Pratiwi, 2018) by using MDLC methods it helps they’re project, because of the simplify the process of the project between author and readers.

Lately the world of film making there are a lot of great cut and transition, because of the great cut and transition and people lack knowledge about cut and transition, we decide to make a demonstration video that discuss about cut and transition. Based on the description that talks the Multimedia Development Life Cycle (MDLC) methods about cut and transition and its function using the MDLC, so we will create video demonstration with the title **“Discussion of Video Cut and Transition using the Multimedia Development Life Cycle Method”**.

1.2 Research Problem

Based on the background description that has been used which will allow an author in the matters mentioned:

1. How to design a video explaining different cuts and transition using MDLC method?
2. How can this project educate people about cuts and transition?

1.3 Objective of Project

Several objectives that this project called “Discussion of Video cut and Transition Using the Demonstration Method:

1. To fulfill one of the requirements to graduate with a University Degree.
2. A chance to practice the knowledge that we have learned in UIB.
3. To show and demonstrate several methods of cuts and transitions and how to execute them.

1.4 Benefits of Project

For audience:

1. To let audience know the different kinds of cuts and transition.
2. To let audience know the uses of cuts and transition.

For writers:

1. To know more about cuts and transition.
2. To know more about how to create an explanation video.

For academics:

1. To contribute the knowledge of cuts and transition and how to remake them.
2. To expands knowledge of cuts and transition.

1.5 Report Writing System

CHAPTER I INTRODUCTION

This chapter discusses about the background of the issue, scope, targets, results, benefits and the systematic discussion of the project.

CHAPTER II THEORETICAL BASIS

This chapter contains literature review and related theoretical basis as a consideration for we to design the explanation video.

CHAPTER III**METHODOLOGY**

This chapter explain about the technique that is applied to implement the research and its development.

CHAPTER IV**IMPLEMENTATION**

This chapter demonstrate the final output of the project that was done by using methods that have been stated in previous chapters and based on the storyboard created.

CHAPTER V**CONCLUSION AND SUGGESTION**

This chapter contains the overall conclusion of the project from begin to the end including the proposal for the project's future development.