

*Undergraduate Project
Department of Information System
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***Development of 2D Animated Video as Media to Present Buddha
Gautama's Biography Through Android
Based Augmented Reality***

ABSTRACT

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Animation is a series of successive drawings shown in a certain range of timeline forming association of images to produce illusion of movement when played as a sequence. The use of animation itself has function to assist individual in comprehending abstract material to be more concrete with aim to improve attentiveness. Research conducted came with a purpose to show the audience Buddha Gautama's biography through 2D animated video using Augmented Reality technology thus the information can be better comprehended by audiens. Method used by the writer for this development is MDLC (Multimedia Development Life Cycle). The research is intended to make use of 2D animated video as medium of education concerning Buddha Gautama's life in a form of Android based Augmented Reality video. As for the process of development, the writer used softwares such as Adobe Animate CC 2017, Adobe Photoshop CS6, Adobe Premiere Pro CS6, Text to Speech, Unity and Vuforia. Test results concluded that the produced 2D animated video is adequate to improve the comprehension of Buddhists about Buddha Gautama's life.

Keyword: *2D Animated Video, Augmented Reality Video, Buddha Gautama's Life, Android.*