mobile application. If the polycount exceed 1500 polys as Unity recommended, the heavier smartphone works that will lead to an unstable display of the AR.

To optimize the polycount, in modeling phase, alpha channel textures can be used to form the models, and used made simple particle effects. But, the alpha channel texture should be modified with shell modifier to fill the plane's back side, because there's a difference to apply alpha texture in unity and 3Ds Max that can affect visual appeal of the models.

Color and contrast between marker's background layout color and the illustration can affect the legibility of the marker as an AR marker can interfere the stability and sensitivity to call the AR. Aside from that, when the mobile application was running, mobile camera's quali-ty and its environment's lighting can affect marker's legibility to call the AR.

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COLOUR IMPLEMENTATION WITH FAUVISM STYLE TO LIMITED AMINATION CHARACTER "WE ARE DIFFERENT YET WE ARE SAME"

Nur H. Firdaus[1]
Agatha Maisie Tjandra[2]

Abstract: Fauvism is an art form in the beginning of modernism art era with focusing on color implementation that doesn't have to represent the reality, showing the strong bond of the artist with the atmosphere he drew. Fauvism color implementation will be implemented to the short animation film with limited animation technique, "We Are Different, yet We Are The Same". In the making, the writer uses qualitative research method. Data that gathered used as a base for the writer on character designing in limited animation "We Are Different, yet We Are The Same" with fauvism style.

Key words: Character, fauvism, limited animation

Fauvism

In 1905 located in Paris, art gallery Salon d'Automme exhibits paintings from artists with a breakthrough of using bright colors, considered as flat, and adding subjects and objects that seems deviate. The name Les Fauves which means "Wild Animal" was given by Louis Vauxcelles in a review of Salon d'Automme exhibition in 1905 for a French newspaper called Gil Blas. Fauvism artists have many styles in drawing, they don't take their creation as a part of real life. Skin colors can be painted with blue of green, grass and sky can be red, everything depends on what is meant to be delivered without having to follow the color proportion from the real object, (Hodge, 2013).

Color Wheel

Edwards (2004) wrote that Albert Munsell is a made the color wheel system based on physic knowledge. The color of wheel consisted of 3 colors category are primary, secondary, and tertiary.

Figure 1. Color wheel

[1]*Nur H. Firdaus is an alumni of Faculty of Art and Design, Universitas Multimedia Nusantara (UMN) Tangerang.*

e-mail : nurhfs@gmail.com

[2]*Agatha Maisie Tjandra is a lecturer at Faculty of Art and Design, Universitas Multimedia Nusantara (UMN) Tangerang.*

e-mail : agatha@umn.ac.id

Nur H. Firdaus¹
Agatha Maisie Tjandra²

Colour implementation with Fauvism
Style to Limited Amination Character
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1. Primary Colors Yellow, red and blue are the basic colors to form color wheel. It is called primer because to start a color combination those three colors are needed.

2. Secondary Colors Orange, purple and green called secondary colors which are made from a mixture of primary colors.

3. Tertiary Colors Edwards (2004) stated tertiary colors as the third generation from the colors wheel, it is because tertiary colors are the mixture of primary and secondary colors. The naming of tertiary colors start with the primary ones first, for example, yellow-orange, and blue-purple.

Human Races

According to William Howells (1944) in his book "Mankind So Far", he classified human to 4 races which are: Caucasoid, Mongoloid, Negroid, and Australioid.

Figure 2. Human Races

Table 1. Colours based on character's background places

Nama	Race	Places	Background Colours
Naomi	Caucasoid	New York, Big Apple City	Apel, Red
Shona	Mongoloid	Meadow, Mongolia	Meadow, Green
Enos	Australoid	Sea, West Papua	Sea, Blue
Imani	Negroid	South Africa	Schorcing, Yellow

Methodology

The writer uses qualitative research method where she gathered data about lliterature studyfrom articles, online journal, also to gather visual reference like movie, art book, and creation that already existed.

Skin Colors Shifting on Characters

The four main character in "We Are Different Yet We Are The Same" color skins are representing 4 main races based on the book written by William Howells (1944) called "Mankind So Far". He classified people in four races which are Caucasoid, Mongoloid, Negroid, and Australoid.

The characters, Naomi (Caucasoid),

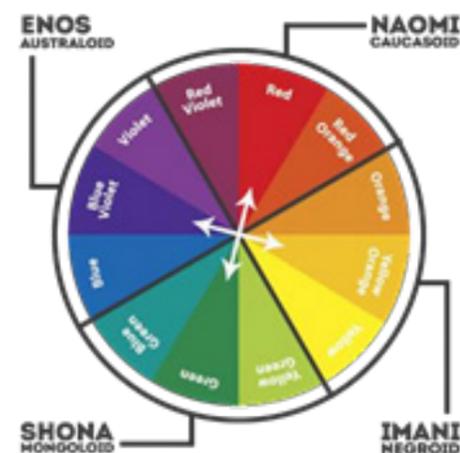

Figure 3. characters' original skin tone

Figure 4. Skin colors shifting wheel

Figure 5. New characters' skin color

Shona (Mongoloid), Imani (Negroid), dan Enos (Australoid) have a various background, place, and different kind of cultures. To show fauvism style that using unrealistic color does not match the real object, the writer coloring all of characters' based on their original skin tone first.

Dividing Color Wheel into four sections then adjusting the colors based on the background of where the characters live.

Last, choose color across in color wheel for every characters' new skin color.

Conclusion

One of the important thing in creating character is visual distinctive. Visual features such as face, hair, postures, and clothes make it easier for audience to follow characterization in a story which could be a reminders for each character's personality. Using art form like Fauvism as a visual reference is a very effective way in developing characters' concept, due to its visual uniqueness. Moreover, by applying color wheel as color transformation reference makes it easier to show the process of skin colors shifting on characters.

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