

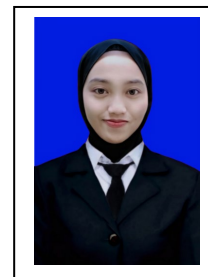
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WORKSHOP "EXPLORE YOUR PASSION, BUILD YOUR IMAGINATION" USING AFTER EFFECT AND PAINT TOOL SAI

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Abstract. Implementing Community Service activities, especially in the school environment of SMK Negeri 1 Kedawung, is a form of our concern for students to gain insight into the use of *the After Effect* and *Paint Tool Sai Application*. Referring to the decision of the head of the standards body, curriculum, and education assessment, the Ministry of Education and Technology, namely Number: 024/H/KR/2022 to recognize the concentration of vocational skills in the context of an independent curriculum. One of the changes in the name of the Vocational High School (SMK) department is Multimedia (MM) changed to Visual Communication Design (DKV). Visual Communication Design (DKV) is the first major after the change in the independent curriculum, and this department requires a lot of guidance, motivation, and direction for students. Based on the results of the observation, our group decided to hold *an explore your passion build your imagination* service with illustrators and animators who are one of the outstanding alumni of SMK Negeri 1 Kedawung to increase students' motivation to learn in the multimedia world. The activity in this service is in the form of an introduction workshop on the use of multimedia in making creative video animations using *After Effect* and *SAI Paint Tool*.

Keywords: Community Service, *After Effect Application*, *SAI Paint Tool Application*

INTRODUCTION

A. SITUATION ANALYSIS

SMK Negeri 1 Kedawung is a vocational high school where this school has several majors, namely accounting and institutional finance, automation and office governance, tourism business, banking, online business and marketing, and multimedia. Vocational high schools with an independent curriculum created by the government in 2021 aim to facilitate school order. The curriculum at vocational schools also aims for students to be able to hone their skills with the job market order. Technology aspects are integrated in the learning process to ensure students are skilled in using modern technology that is relevant to future industry needs. The vocational school department is also not spared from the independent curriculum, but the vocational school department is not deleted but rearranged. The list of vocational vocational skills fields and programs is compiled based on the needs of the world of work or called the expertise spectrum which is a reference for compiling the curriculum structure and vocational skills programs.

Strengthening technical skills (*hard skills*) and non-technical skills (*soft skills*) is the main key to increasing the success rate of job placement for vocational school graduates. The implementation of the independent curriculum at the vocational school level has also made changes to the curriculum of each school, one of which is SMK Negeri 1 Kedawung. The impact of the policy also caused a change in the mention of expertise competencies (majors) to the concentration of majors.

Referring to the decision of the head of the standards body, curriculum, and education assessment, the Ministry of Education and Technology, namely Number: 024/H/KR/2022 to recognize the concentration of vocational skills in the context of an independent curriculum. One of the changes in the name of the Vocational High School (SMK) department is Multimedia (MM) changed to Visual Communication Design (DKV).

Visual Communication Design (DKV) is the first major after the change in the independent curriculum, and this department needs a lot of guidance, motivation, and direction for students. Based on the results of the observation, our group decided to hold an *explore your passion build your imagination* service with illustrators and animators who are one of the outstanding alumni of SMK Negeri 1 Kedawung to increase students' motivation to learn in the multimedia world. The activity in this service is in the form of a workshop on the introduction of the use of multimedia in making creative video animations using *After Effect* and *SAI Paint Tool*.

According to (Yoyonefendi, Lusiana, Muzawi, Karpen, & Augustin, 2022) *After Effects* is one of the visual digital effects, motion graphics, and compositing applications developed by *Adobe Systems* and used in the post-production process of filmmaking and television production. *After Effects* It can be used for entering, tracking, rotoscoping, compositing and animation. While the SAI Paint tool is YSNG program is intended for lightweight raster drawing and graphics and was developed by Systemax Software (Napitupulu, 2021).

B. PARTNER PROBLEMS

1. Problems:

The problem is that after there is a change that refers to Number: 024/H/KR/2022 to recognize the concentration of vocational school expertise in the context of the independent curriculum where there is one of the changes in the name of the Vocational High School (SMK) major, namely Multimedia (MM) changed to Visual Communication Design (DKV), so that this department is the first major for the 2023/2024 budget and therefore students need guidance, motivation and direction to increase their learning motivation in the multimedia world, especially the DKV department.

2. Purpose:

The purpose of holding this activity is to increase the learning motivation of students in the multimedia world, especially the DKV department.

C. IMPACT AND BENEFITS

The impact and benefits of this activity are the sharing of alumni experiences regarding multimedia illustration creative animation videos, including:

1. Students can be motivated to follow in the footsteps of inspiring alumni.
2. Developing the potential of students, especially the DKV major.
3. Useful experience and knowledge to be applied to classroom learning, especially for teachers in the DKV department.
4. Students can think creatively about illustration animation videos using the after effect application.
5. Increasing students' learning motivation in the multimedia world, especially the DKV major.

IMPLEMENTATION METHOD

TARGETS AND OUTPUTS

A. TARGET

The target of this socialization is to increase learning motivation and develop the potential of students in the multimedia world, especially the DKV major. In addition, students know the application that will be used in making animated video creations, making DKV class teachers inspirational in teaching so that learning becomes more fun and can hone students' creativity, especially at SMKN 1 Kedawung so that they can explore the potential that exists in them.

B. EXTERNAL

The outputs of this activity are related to socialization related to the sharing of alumni experiences regarding creative animation videos, multimedia illustrations can be in the form of:

1. The creation of students who are creative and recognize their potential, especially students at SMKN 1 Kedawung so that they can make the school proud with achievements.
2. Reports containing service activities that are prepared based on a predetermined format.

C. SERVICE METHOD

The community service practice carried out at SMK Negeri 1 Kedawung is carried out using the expository method or lectures and question and answer. This service activity is aimed at the students of SMK Negeri 1 Kedawung, especially for the Multimedia department. The practice of service carried out brought in resource persons as well as outstanding alumni from SMK Negeri 1 Kedawung to increase students' motivation to learn in the multimedia world. The activity in this service is in the form of a workshop on the introduction of the use of multimedia in making creative video animations using After Effect and SAI Paint Tool.

D. COMMUNITY SERVICE STEPS

The community service activity carried out at SMK Negeri 1 Kedawung is based on the results of discussions and observations of the school's needs to provide new nuances or new experiences for students, especially for those majoring in multimedia and graphic design. The results of the discussion conducted with the school policy facilitator were used as consideration for the selection of activities which were then submitted to the DPL and pamong teachers for a follow-up plan for this service activity. The implementation of service activities is adjusted to the educational calendar at SMK Negeri 1 Kedawung. This service activity will be held on May 8, 2024.

The service activities carried out received a positive response from the students of SMK Negeri 1 Kedawung, especially for those who are the target of service. This service activity took place actively, enthusiastically with discussions and questions and answers in this workshop activity session. The steps of community service through the workshop on the introduction of the use of multimedia in making creative video animations using After Effect and SAI Paint Tool in detail are as follows:

1. Problem Findings

The following are the findings of problems at SMK Negeri 1 Kedawung regarding the workshop on introducing the use of multimedia in making creative video animations as follows:

- a. The expansion or division of multimedia majors that have a wide scope to the graphic design department requires innovative activities that are able to increase students' motivation to learn.
- b. The person in charge of the graphic design department wants an interesting activity that can be used as a valuable experience for SMK Negeri 1 Kedawung students when they are involved in the community.

2. Evaluation

The following is an evaluation that needs to be carried out at SMK Negeri 1 Kedawung regarding the workshop on the introduction of the use of multimedia in making creative video animations as follows:

- a. It is necessary to provide computer equipment that supports the implementation of the practice of making interesting creative animation videos.

- b. Provide sufficient free time for practical activities to introduce the use of multimedia used in making this creative animation video.

3. Troubleshooting

The following is a problem solving carried out at SMK Negeri 1 Kedawung regarding the multimedia introduction workshop in making creative video animation as follows:

- a. Coordinate and schedule comprehensive activities so that students have the opportunity to explore and explore their understanding of multimedia explained by the presenter in making creative animation videos.
- b. The workshop should be held in a few days to strengthen understanding and practice in exploring multimedia used in making creative animation videos.
- c. Providing socialization to students who are targeted in the implementation of this community service workshop activity.
- d. Using appropriate computer facilities and support for the use of multimedia used in multimedia introduction workshops in making creative animation videos using *After Effect* and *SAI Paint Tool*.

4. Implementation of PKM

The following is the implementation of PKM carried out at SMK Negeri 1 Kedawung regarding the workshop on the introduction of the use of multimedia in making creative video animations using *After Effect* and *SAI Paint Tool* as follows:

- a. Provides information about multimedia creative animation video creators using *After Effect* and *SAI Paint Tool*.
- b. Providing new experience and understanding of the use of *After Effect* multimedia and *SAI Paint Tool* in making creative animation videos to students.
- c. A form of innovation in new activities for the expansion of the multimedia department to the graphic design department.
- d. Providing learning opportunities for students apart from the process of learning activities in the classroom through the experiences of others.
- e. Establishing a good friendship between all residents of SMK Negeri 1 Kedawung, both students and those who have become alumni.

E. MEMBER ROLES

The roles of members during the implementation of the service, namely the workshop on the introduction of multimedia use of creative animation video making using *After Effect* and *SAI Paint Tool* are as follows:

- | | |
|---------------------------|---------------------|
| 1. Sumliyah, M.Pd | : Coach and speaker |
| 2. Ine Sri Hayati Wahyuni | : Sie. Event |
| 3. Muhalizah | : Emcee |
| 4. Nova Wahyuni | : Documentation |
| 5. Nurul Iftiani Yastri | : Sie. Consumption |
| 6. Suniah | : Sie. Equipment |

D. SCHEDULE FOR THE IMPLEMENTATION OF SERVICE

The "*Explore Your Passion, Build Your Imagination*" Workshop service regarding the introduction to the use of multimedia for making creative animation videos using *After Effect* and *SAI Paint Tool* was held on Wednesday, May 8, 2024 from 10.00 WIB to 12.00 WIB. The implementation of this service was carried out face-to-face in the computer lab room with the students being class X DKV-2 SMKN 1 Kedawung which is located at Jl. Tuparev No.12 Kedungjaya Village/Village, Kedawung District, Cirebon Regency.

YIELD AND DISTRIBUTION

The Workshop "*Explore Your Passion, Build Your Imagination*" regarding the introduction to the use of multimedia for making creative animation videos using *After Effect* and *SAI Paint Tool* was held on Wednesday, May 8, 2024 from 10.00 WIB to 12.00 WIB. The participants from this workshop are class X DKV-2 SMKN 1 Kedawung which is located at Jl. Tuparev No.12 Kedungjaya Village/Village, Kedawung District, Cirebon Regency.



Figure 1 Presentation of Material by Resource Person

The purpose of this workshop is to provide students with an understanding of the different types of animation that they can learn and develop in the context of their major. Students are expected to hone and develop their skills in making digital animation videos. Through this activity, it is hoped that students will get new insights and a clearer picture of making creative video animations using *After Effect* and *SAI Paint Tool*. Thus, the expected output of this workshop activity is that participants are expected to have a deeper understanding of the use of *After Effects* to create dynamic animations and visual effects. They can master basic techniques such as keyframe animation, masking, the use of transition effects, and others. In addition, with *SAI's Paint Tool*, participants are expected to develop their artistic skills in drawing and designing animation elements.



Figure 2 Presentation of Material by Resource Persons and Lecturers

They can improve their skills in creating characters, backgrounds, objects, and other visual details that are necessary in the animation process. This workshop also aims to inspire students in developing their creativity and imagination. By studying digital animation, students

can expand their knowledge of the latest technology in this field and prepare themselves to keep up with future developments in the creative industry. This is in line with the opinion of (Indah Sundari, and Hardiansyah Masya, 2023) which states that education is a process of transferring knowledge by an educator (teacher) to a student (student), in the teaching and learning process, of course, a student is also directed about how to see future opportunities or everything about their career after completing education at a certain level.

The implementation of this service activity went smoothly, and a positive response was received from students who participated in the workshop. Students showed great enthusiasm when the workshop activity took place, evidenced by the active participation of students in discussion and question and answer activities. This process can provide students with the experience to share their thoughts related to making creative animation videos.

CONCLUSION

The workshop "*Explore Your Passion, Build Your Imagination*" regarding the introduction to the use of multimedia for making creative animation videos using *After Effect* and *SAI Paint Tool* has provided valuable experience for students, especially X DKV-2 in honing skills for creative animation video making. The use of *After Effects* gives them knowledge of motion animation and visual effects that can be applied in their animation projects. Meanwhile, *SAI's Paint Tool* provides a platform to develop artistic abilities in drawing animation elements. Therefore, this workshop not only provides technical skills but can encourage the creativity of participants in expressing their ideas through animated videos. It is hoped that participants can apply the knowledge gained to produce more innovative and quality creative animation video works.

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