



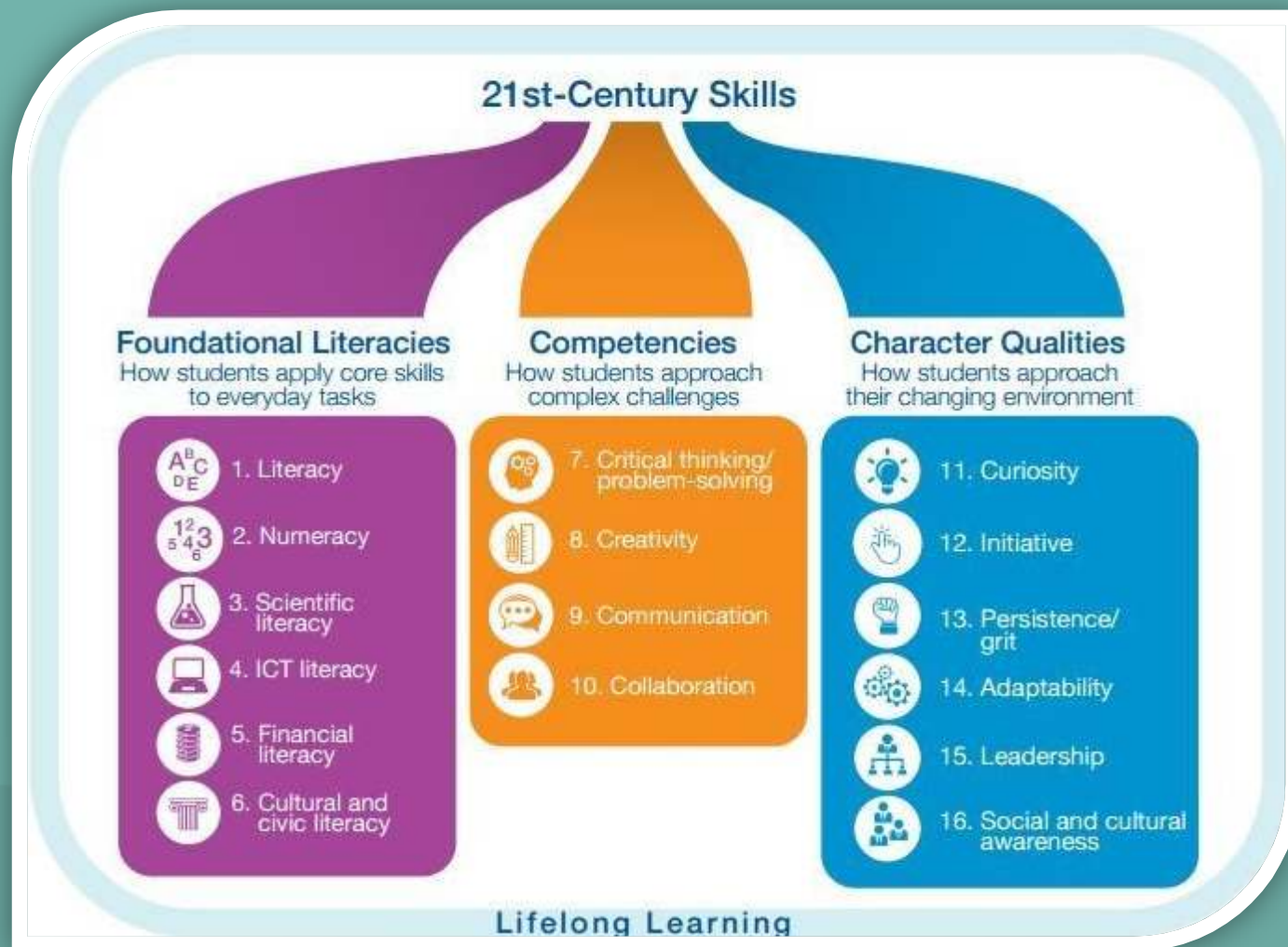
TEKPEM-IPA

Bayu Antrakusuma



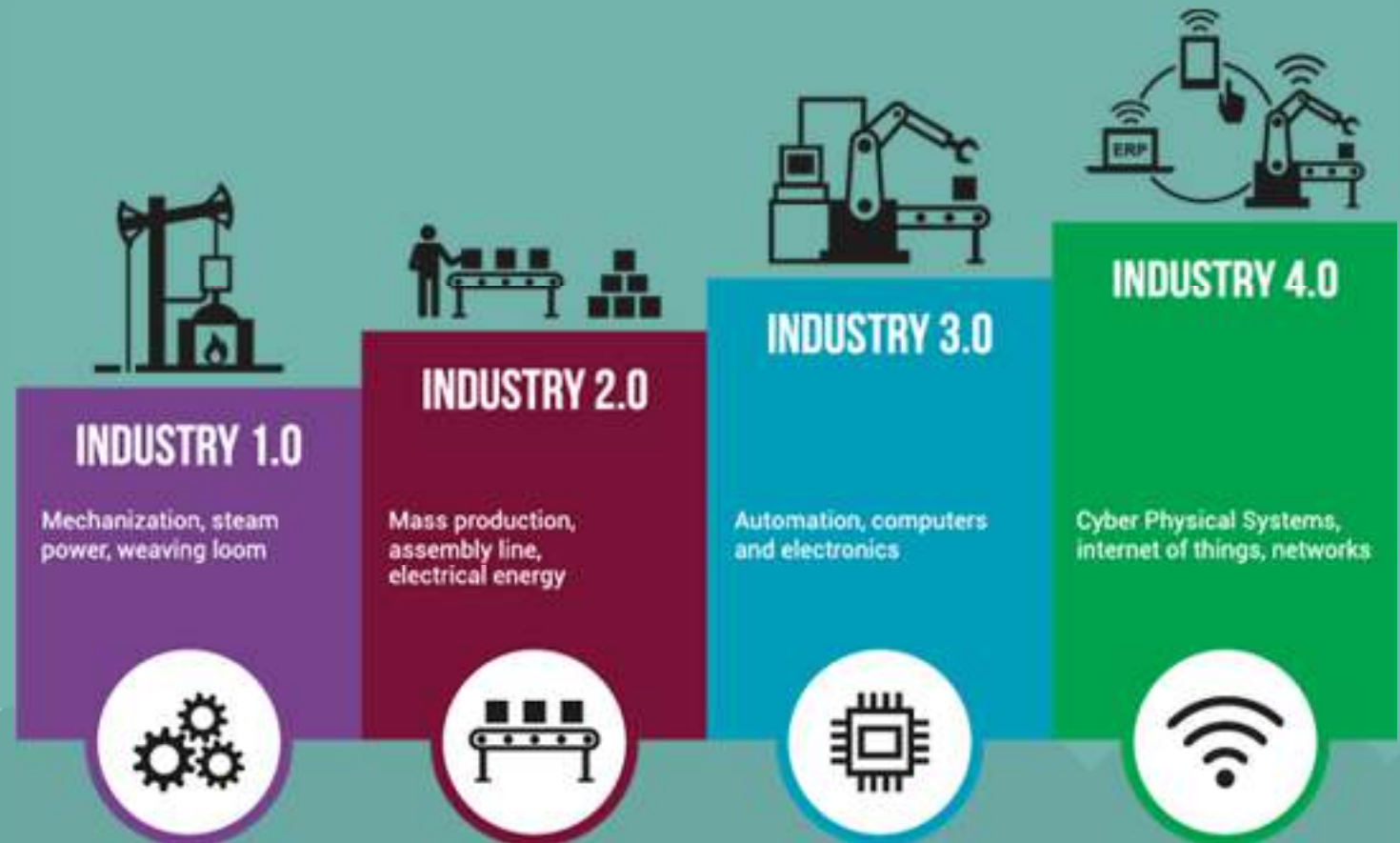
Apa Kabar
Ramadhan
Kalian?

Tahukah Kamu?



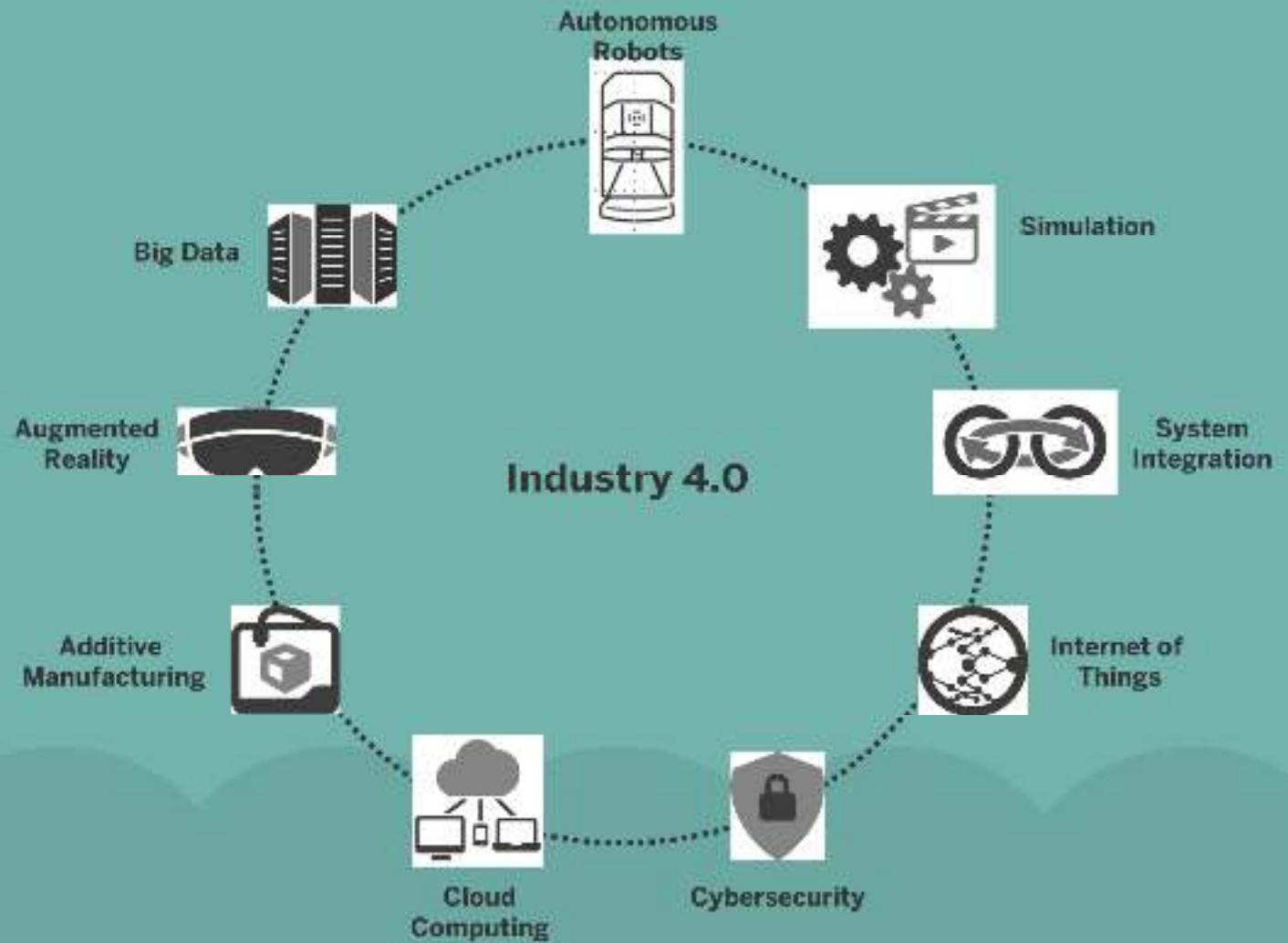
Dari sisi : siswa

Tahukah
Kamu?



Dari sisi : masyarakat luas

Tahukah
Kamu?



Dari sisi : masyarakat luas



Guru & siswa seharusnya sudah terbiasa IT dalam pembelajaran dong?

Pembelajaran Daring saat Corona?

**Guru
Kaget!**



**Siswa
Kaget!**



Salah satu masalah :
Tidak banyak guru yang
bisa membuat media
pembelajaran **relevan**
untuk siswanya..



Kita butuh:

MEDIA PEMBELAJARAN

**(berbasis IT, simulative, portable,
dan accessible)**



BELAJAR
MEMBACA

MULAI

PETUNJUK



Adobe Animate



Adobe Animate

Program **grafik vektor** yang digunakan untuk membuat **ANIMASI** untuk program televisi, video online, situs web, aplikasi web, dan memungkinkan untuk pembuatan **video game**.



Adobe Animate

- **Future Splash Animator (1996)**
- **Macromedia Flash (1996 – 2005)**
- **Adobe Flash (2007 – 2015)**
- **Adobe Animate CC (2016 – sekarang)**

TAMPILAN



Adobe Animate



FI
Adobe Flash Professional CS6

Create from Template

- Advertising
- AR/VR/AR/VR
- Animation
- Cartoon
- Video Playback
- Presentations
- More...

Open a Recent Item

- ADVERT_01_Artist_Example.flc
- ARM_01_Example.flc
- ARM_02_Tutorial.flc
- goddess_07.flc
- Open...

Create New

- Adobe Shockwave 1.1
- Adobe Shockwave 2.1
- AR
- AR/VR/AR/VR
- AR/VR/VR
- Flash Lite 4
- ActionScript File
- Flash ActionScript File
- Flash Project
- ActionScript 3.0 Class
- ActionScript 3.0 Interface
- Extend
- Flash Exchange

Learn

1. Introduction to Flash
2. Swatches
3. Timeline and Animation
4. Introduction to ActionScript
5. Scripting Interactivity
6. ActionScript
7. Working with Data
8. Building an Application
9. Publishing for Mobile
10. Publishing for AIR
11. Adobe TV

Getting Started

- Getting Started
- New Features
- Developers
- Designers
- Download New Assets

SPRITESHEET EXPORT
Get your spritesheet in seconds

Library **Color**

Ready for Use 27

Name [AS0Image]

Properties

FI [Instance]

SWFSHIM

swfshim

[Click Settings...]

Frame: []

Height: []

Color: []

PROPERTIES

Color: []

Stroke: []

Layer History

Timeline **Video Timeline**

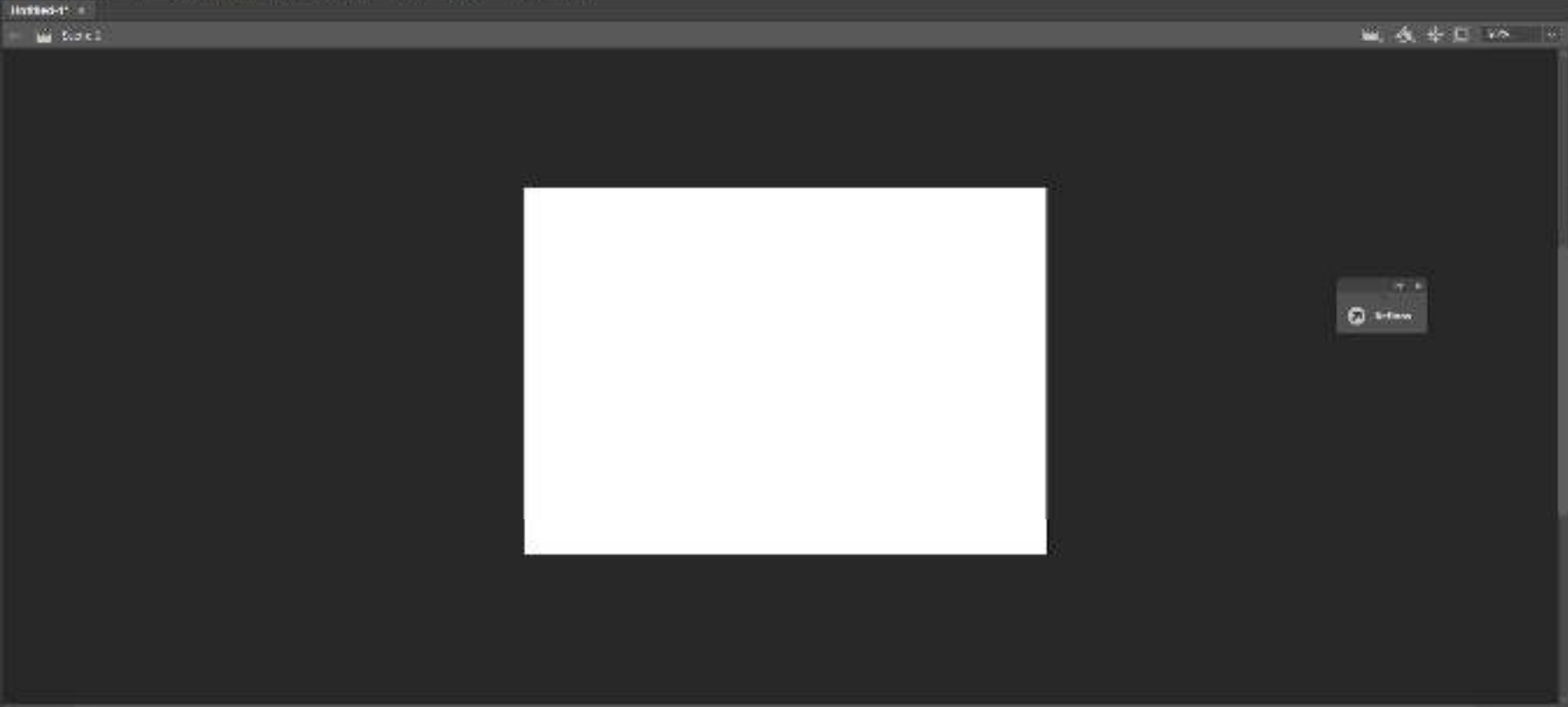
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Home
Learn
Open
 RECENT FILES
 peremans/ta
 taqa (prototype) 8x

Overview (14)
 Low (400 x 300)
 Medium (800 x 600)
 High (1200 x 800)
Very High (1600 x 1000)
 iPhone 5 (320 x 568)
 iPhone 4 (320 x 480)

SAMPLE FILES (20)
 01 Bo - Ma Boyda Skib
 Bicycle
 VR Panoramic and 360 ...
 Soldier
 Grand Poop

Overview
 Width: 1024 Height: 768
 Units: Pixels
 Platform Type:
 HTML5 Canvas
HTML5 Canvas
 AIR for Desktop
 AIR for Android
 AIR for IOS
 ActionScript 3.0



Properties | **Layers** | **Tools**

Display: On
Locked: Off

Fill

Color: #FFFFFF
Stroke: #000000

Stroke Width: 1px
Stroke Cap: Square
Stroke Join: Miter

Position

X: 250
Y: 250
W: 200
H: 200

Advanced Settings...

Accessibility

Timeline | **Layers**

50% | 14:41:00

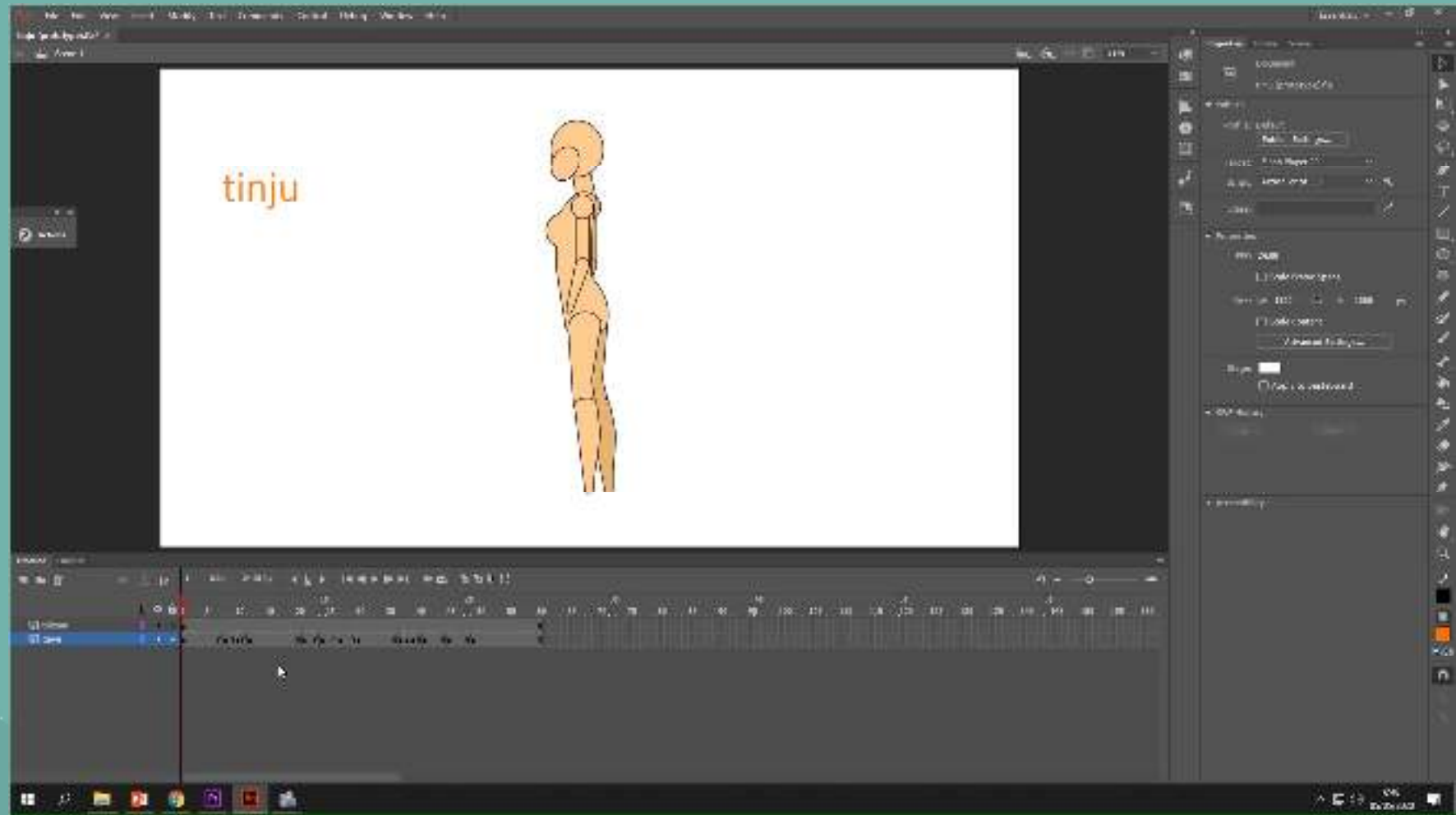
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Layer 1

Pembuatan Animasi



Adobe Animate



Pembuatan Multimedia Interaktif



Adobe Animate



MULTIMEDIA INTERAKTIF

Materi Pencemaran Lingkungan

INFO

MULAI

General Properties

Name: interaktif

Type: media

Media: Image, Video, Audio, Animation, Interactive, Advanced, Graphic

OK

Cancel

Dikreasi oleh:
TIM PKPT (UMK-UNS)
2019

Properties

Symbol: rsulabh

Symbol: rsulabh

Selection: Symbol

Fill: #008080

Stroke: #008080

Color Effect: None

Visible: Visible

Stroke: None

Fill: Original (No Change)

Visible: Visible

Accessibility: Accessibility

Play: Play

Opacity: 100%

Timeline: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Layers: id, br, object, d, d1, d2





Di akhir perkuliahan
diharapkan kalian bisa
membuat **multimedia**
interaktif sendiri..