

Animation
Macro & Micro Prospective

SKILL GAP

In ANIMATION

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Labour
Organization

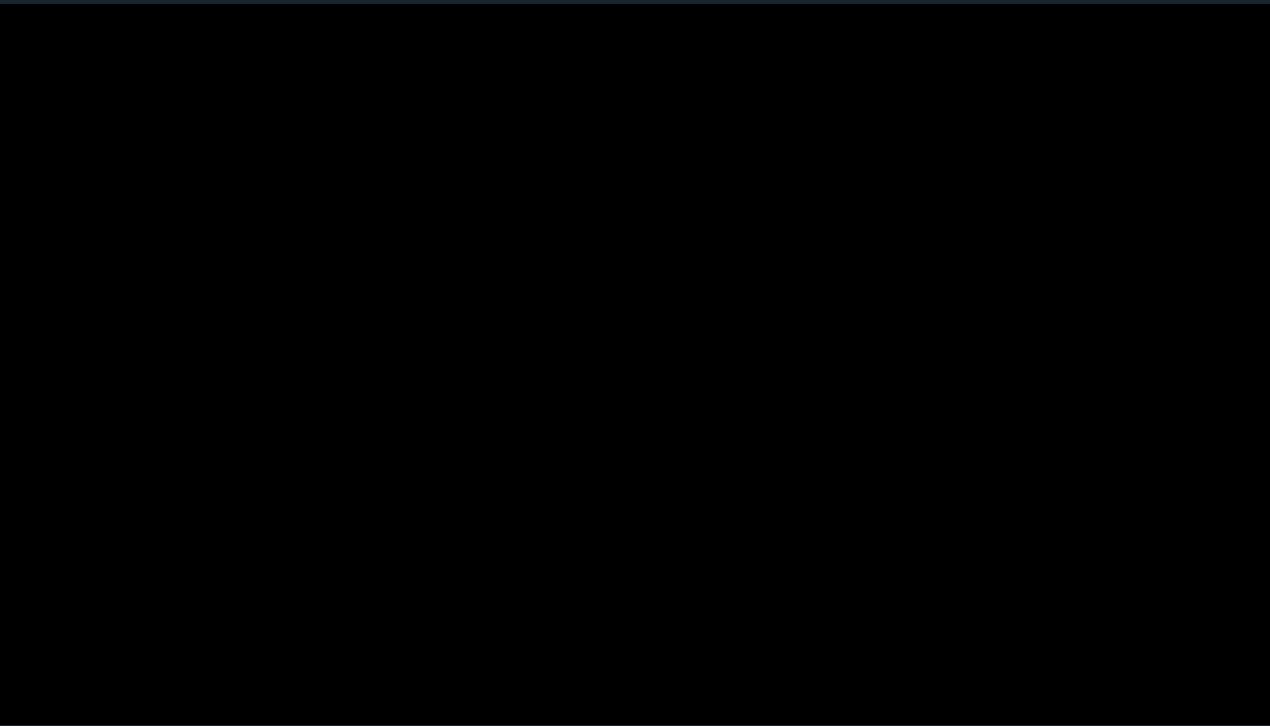


About Me



Me

49 years old, Undergraduate Degree in Product Design and Master Degree in Design Creative



Profesional Works

A career in the animation industry as a CG Freelance artist & Animation Skill Instructure since 1996



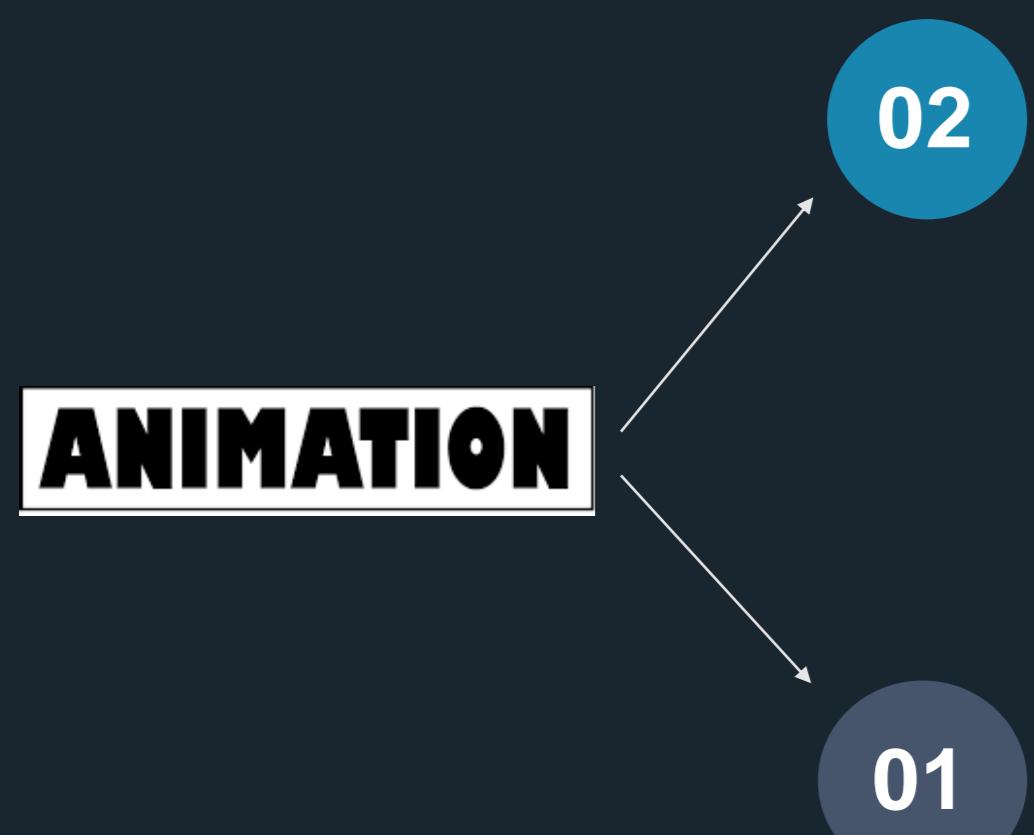
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Other

AINAKI Co Founder as **Deputy of Education** since 2004, Leading the creation of National animation SKILL competency standards

RESOURCE MARKET SHARE



Create and Selling Creative Animation product to Global Market

SERVICES

ENTREPRENUER SKILL

- PERCEPTION
- RESULT
- OUTSIDE THE BOX

EMPLOYABILITY SKILL

- PATTERN
- PROCESS
- INSIDE THE BOX



International Labour Organization



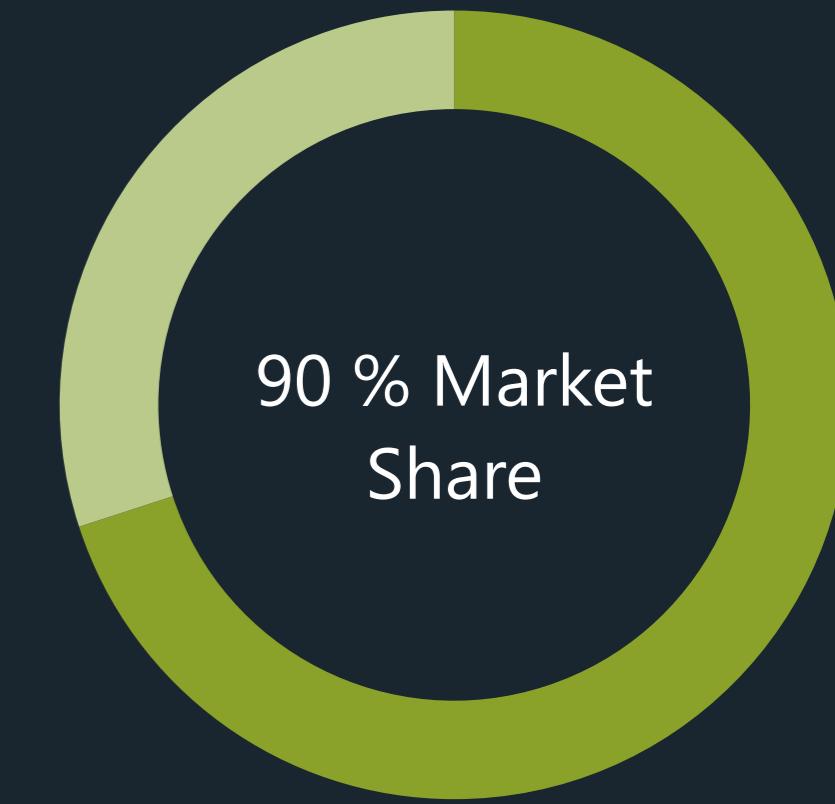
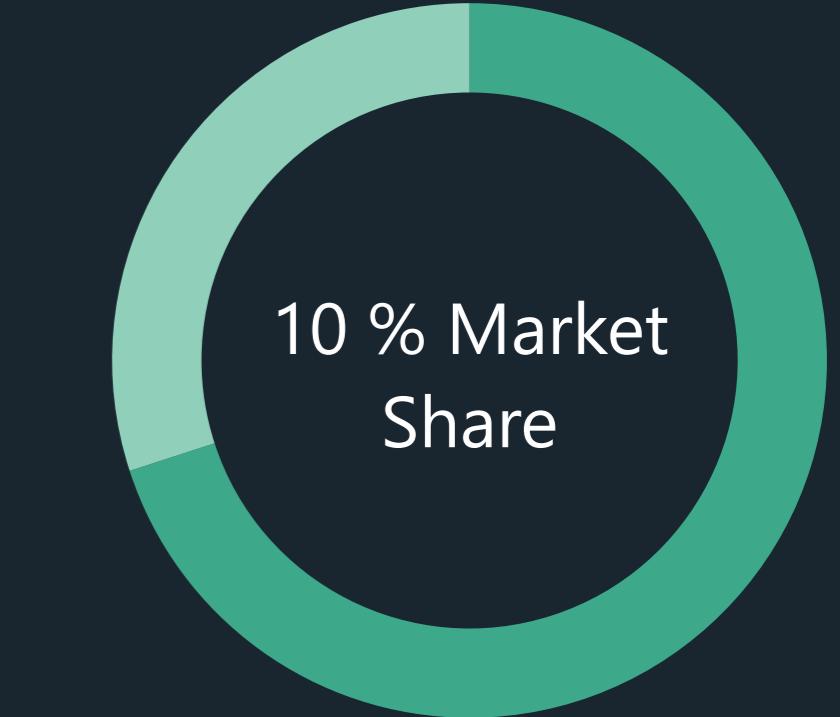
Baner
Economik
Kreatif
Indonesia



DEPARTEMEN PERDAGANGAN
REPUBLIK INDONESIA



KEMENTERIAN
PENDIDIKAN DAN KEBUDAYAAN



EXTERNAL FACTORS



ANIMATION STUDIO
DATA CENTER

REMOTE
ACCESS



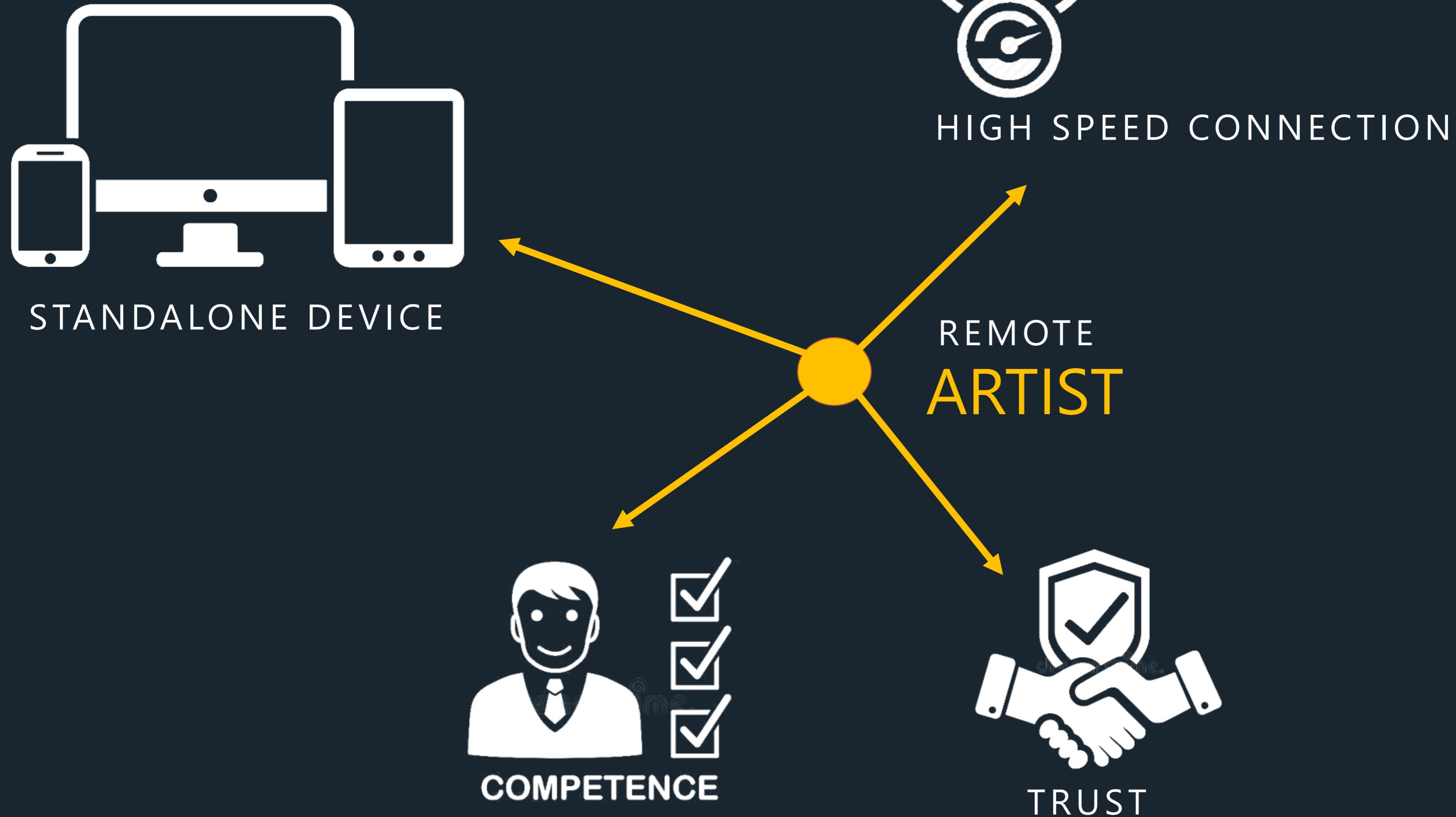
Work From Home



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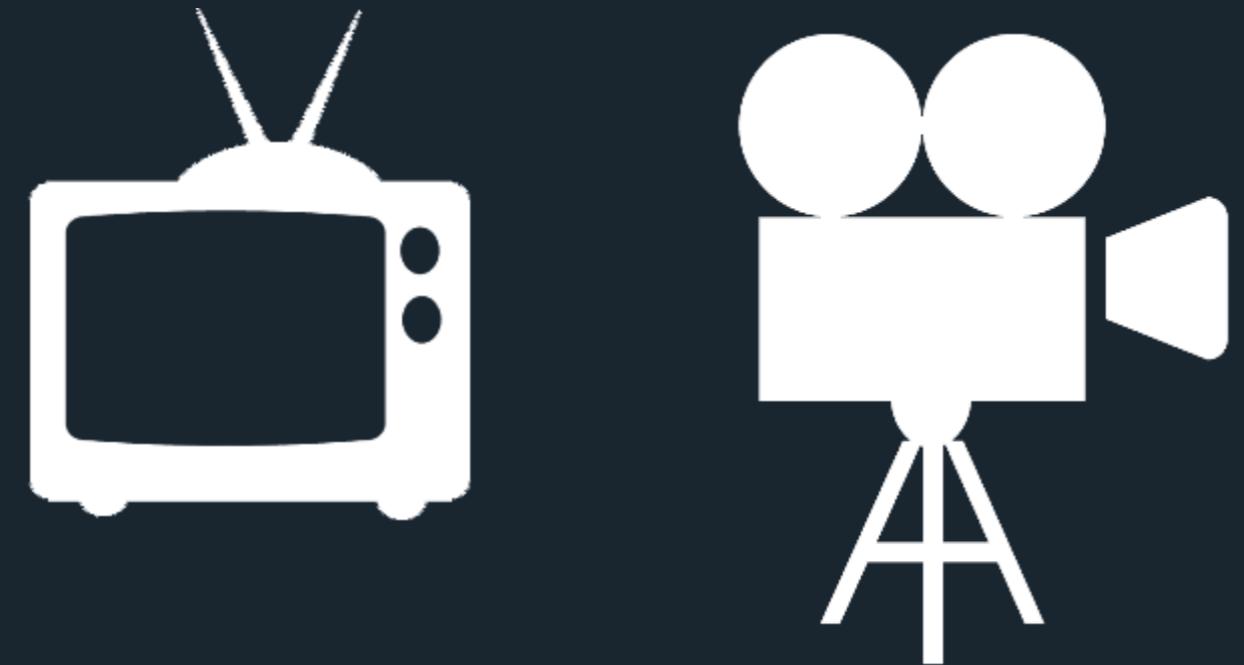
EXTERNAL FACTORS



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conservative



Logo,Brand,Product

contemporary



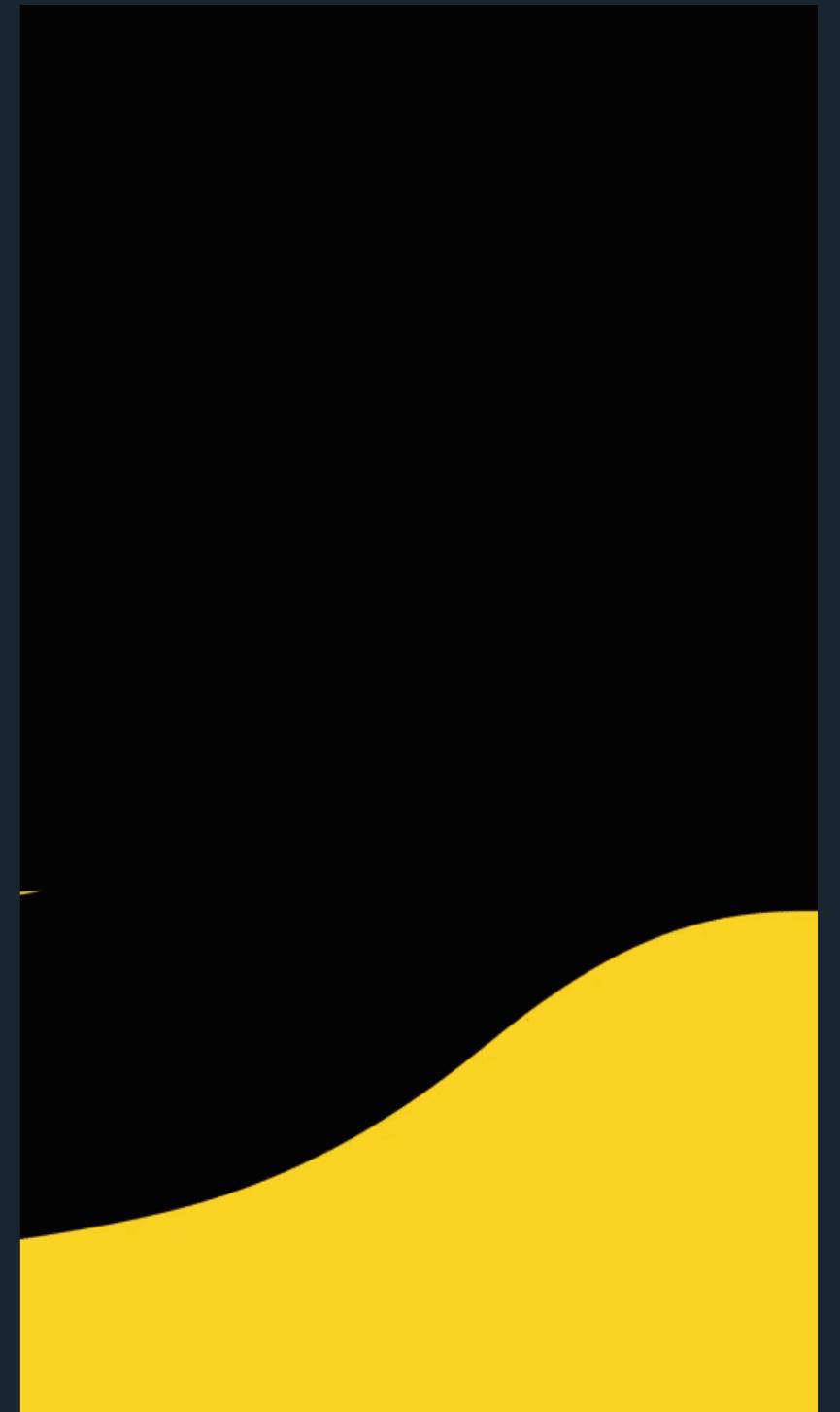
**Logo,Brand,Product,
Icon,Simbol,Element,Asset**

contemporary

SCREENINGMEDIA



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SKILL GAP

SKILL | INDUSTRIES

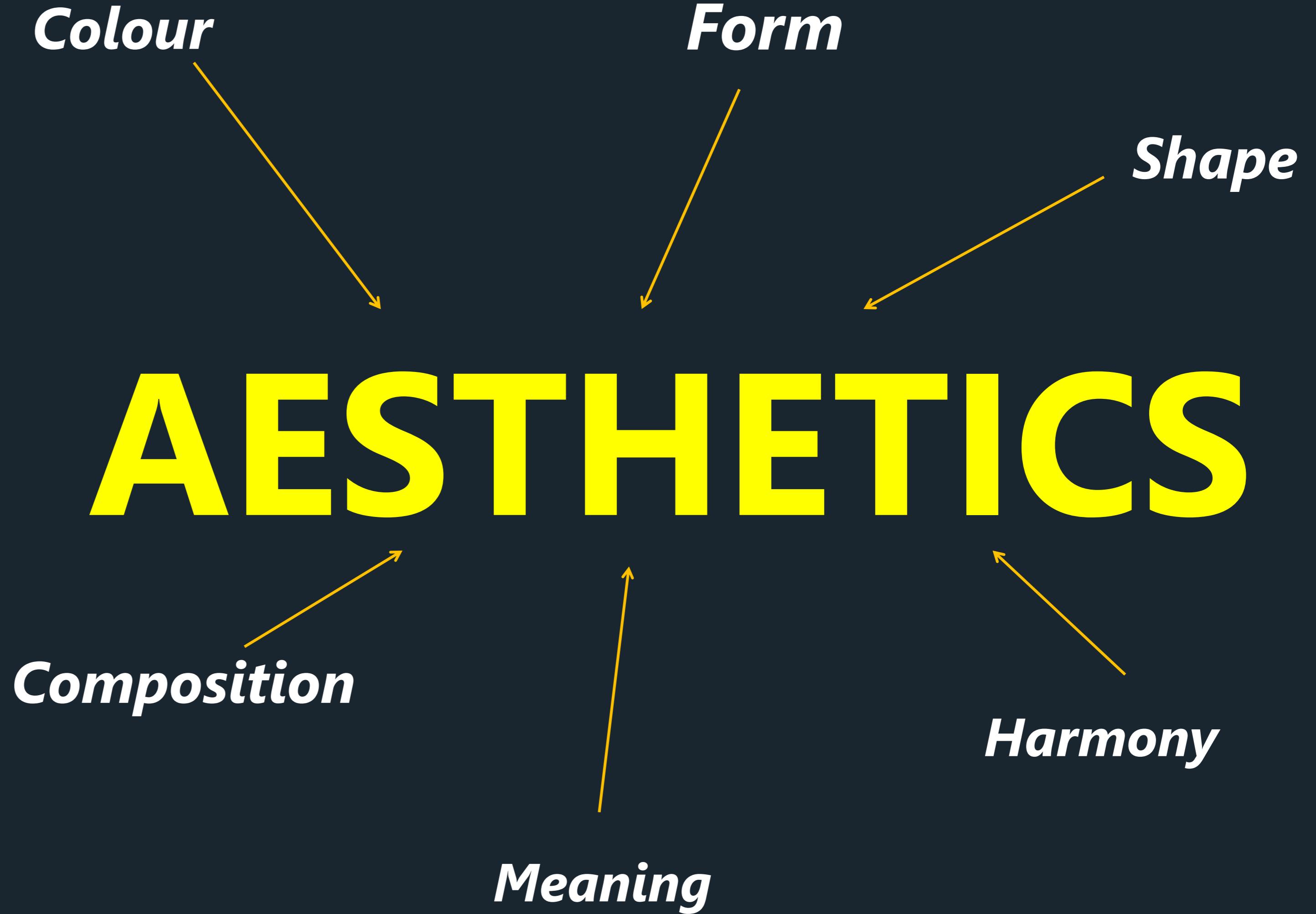


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Scope Of WORK

GAP
SKILL
**MOTION
GRAPHIC**



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INDONESIAN Qualification Framework



INDONESIAN

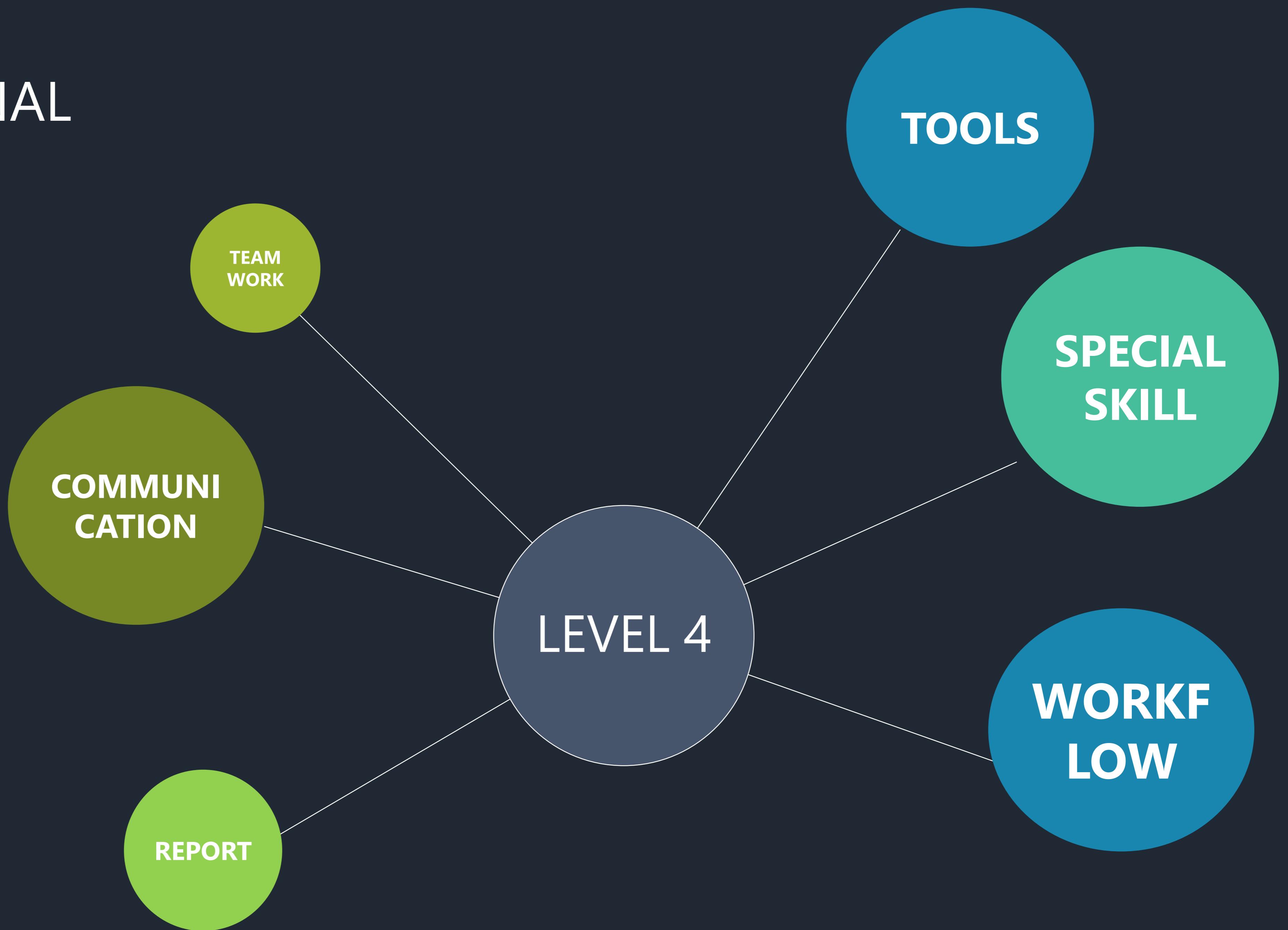
Qualification Framework

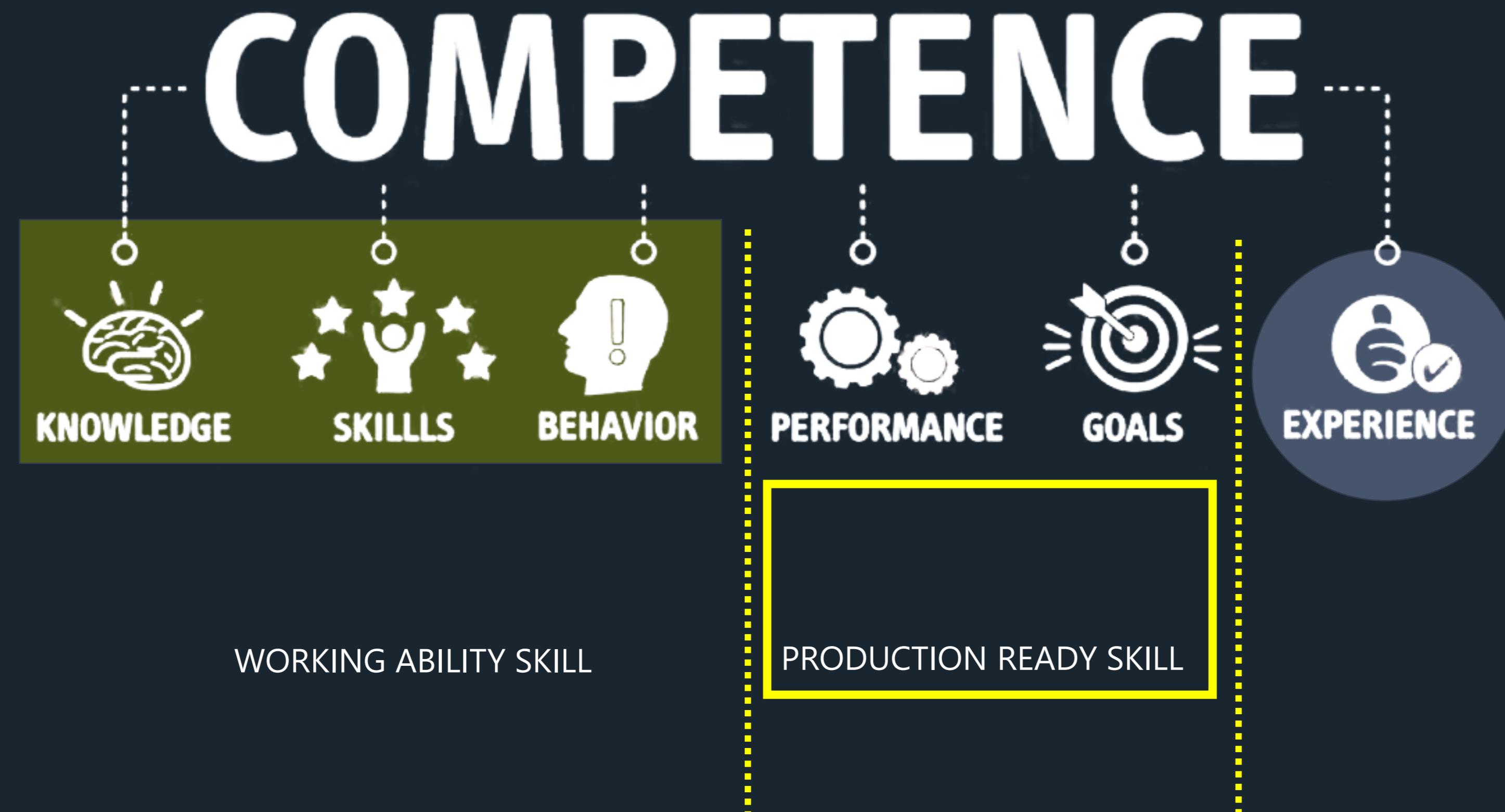
JENJANG KUALIFIKASI	URAIAN
4	<p>Mampu menyelesaikan tugas berlingkup luas dan kasus spesifik dengan menganalisis informasi secara terbatas, memilih metode yang sesuai dari beberapa pilihan yang baku, serta mampu menunjukkan kinerja dengan mutu dan kuantitas yang terukur.</p> <p>Menguasai beberapa prinsip dasar bidang keahlian tertentu dan mampu menyelaraskan dengan permasalahan faktual di bidang kerjanya.</p> <p>Mampu bekerja sama dan melakukan komunikasi, menyusun laporan tertulis dalam lingkup terbatas, dan memiliki inisiatif.</p> <p>Bertanggung jawab pada pekerjaan sendiri dan dapat diberi tanggung jawab atas hasil kerja orang lain.</p>

OCCUPATIONAL

LEVEL 4 SKILL

GROUPING SKILLS BASED ON
WORK POST LEVEL.

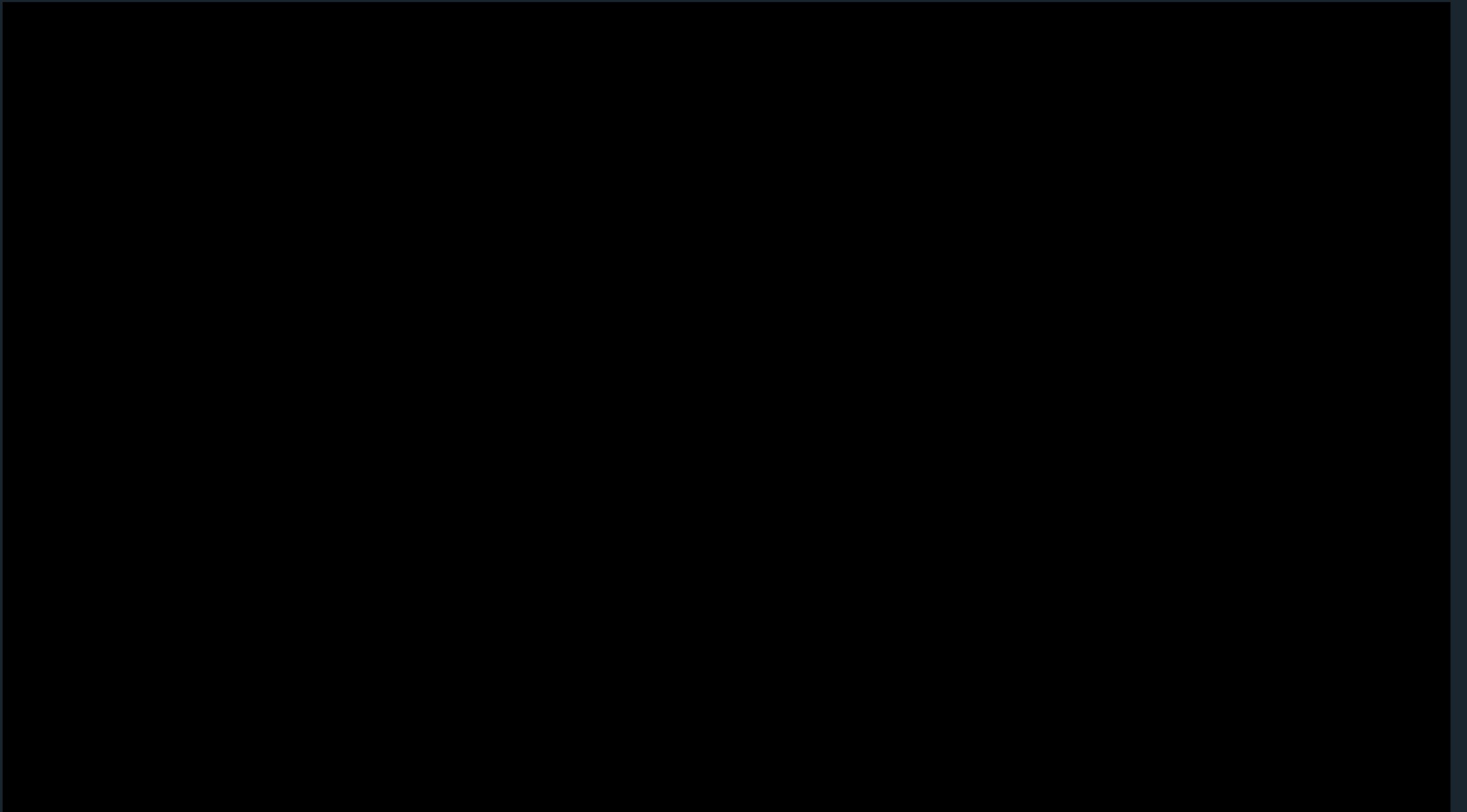




SKILLSET



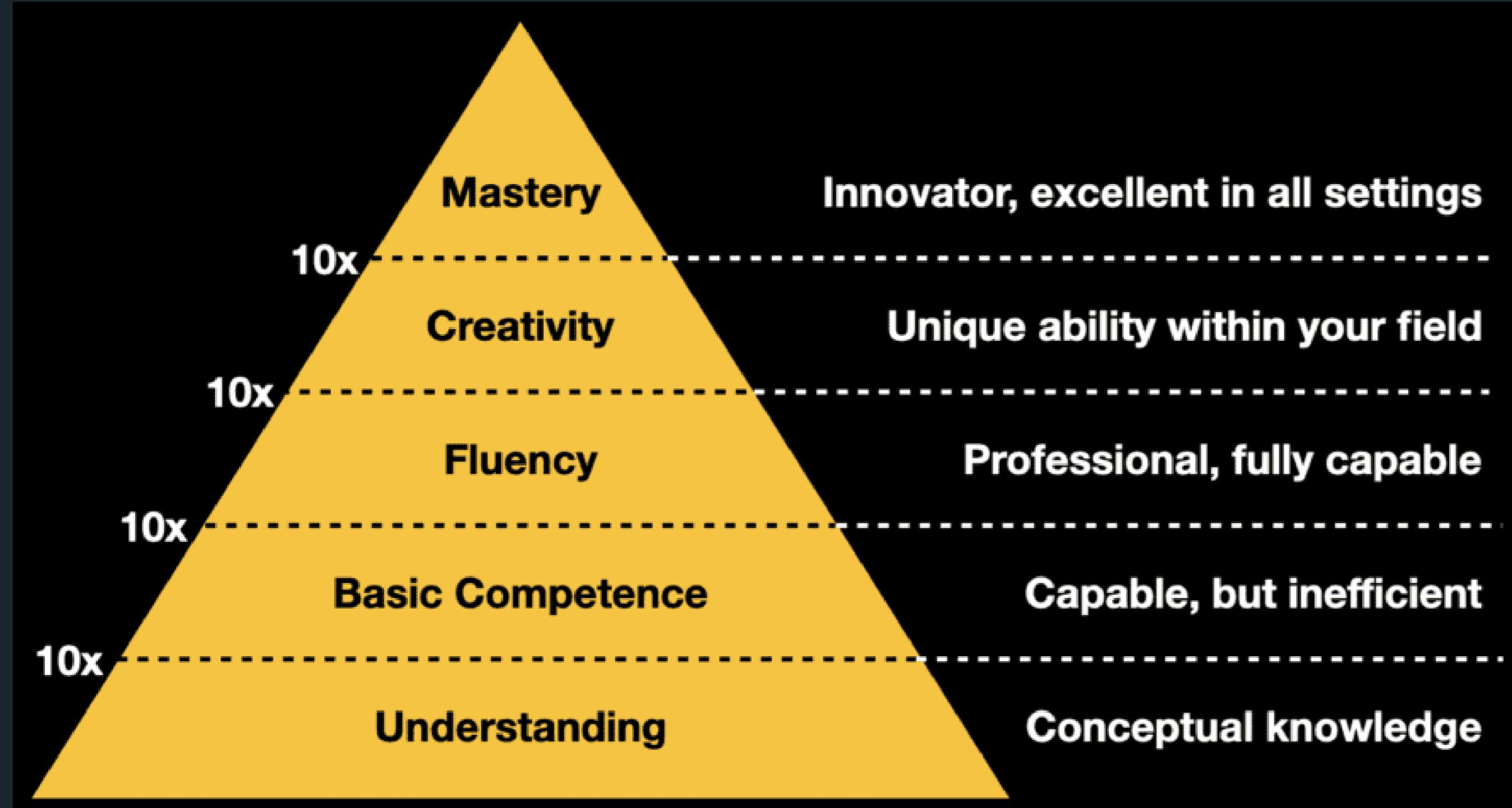
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Industry Required SKILL



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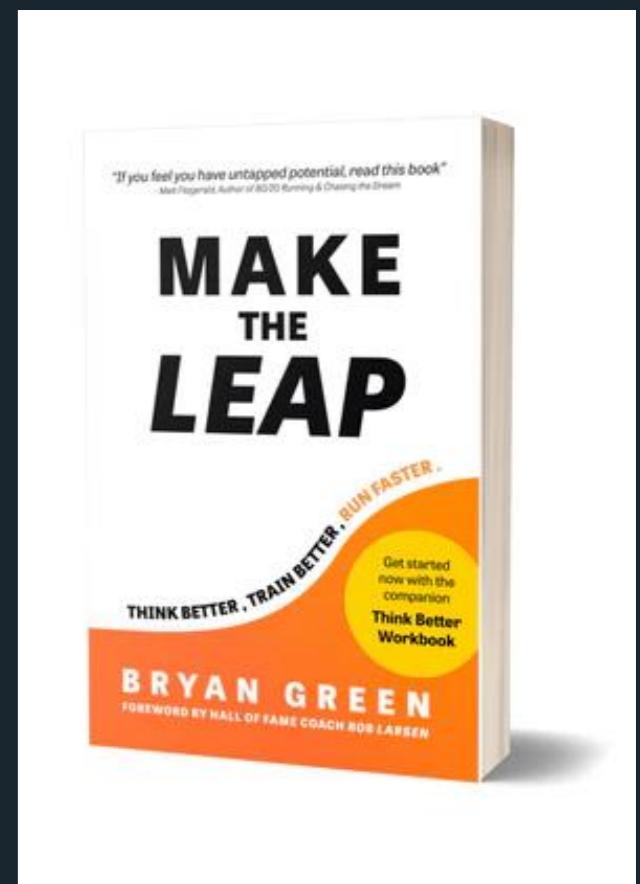


- **Basic Competence in 100 hours**

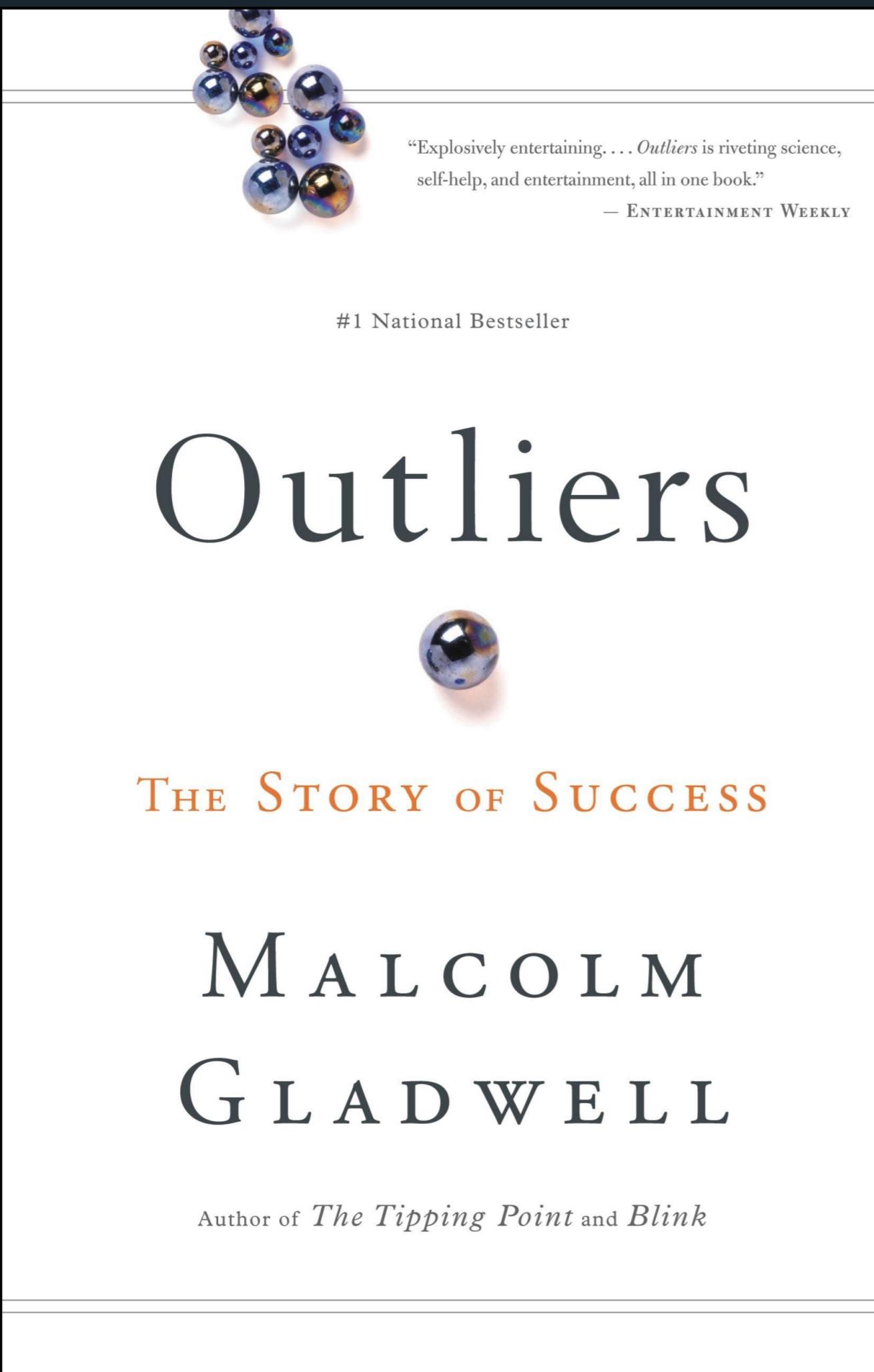
- **Fluency in 1,000 hours**

- **Creativity in 10,000 hours, and**

- **Mastery in 100,000 hours.**



HOW BECOME EXPERT



▼ IMPORTANT!

What Is the 10000 Hour Rule?

The 10000 Hour Rule is just that. This is the idea that it takes approximately 10000 hours of deliberate practice to master a skill.

For instance, it would take 10 years of practicing 3 hours a day to become a master in your subject. It would take approximately 5 years of full-time employment to become proficient in your field. Simply work out how many hours you have already achieved and calculate how far you need to go. You should be aiming for 10000 hours.

8 × 5 × 52 × 4.8
hours days weeks years
= 10,000 HRS.

Scope Of WORK



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GENERALIST SPECIALIST

BOUTIQUE



MANUFACTURE



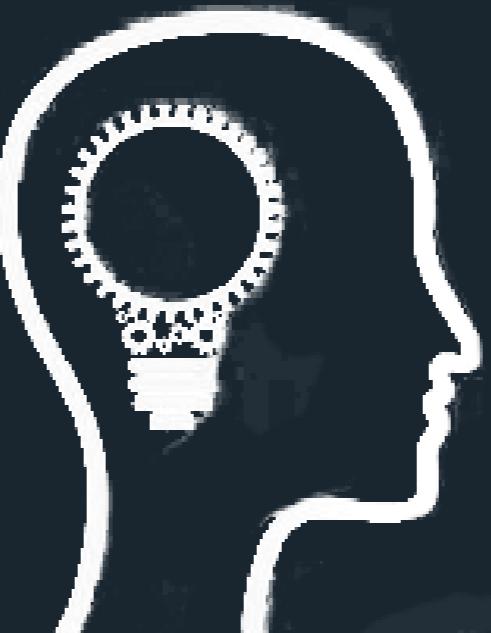
Scope Of WORK

GENERALIST SPECIALIST

MOTION
GRAPHIC



ILLUSTRATION
ASSET
MOTION
VFX
EDITOR



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DIVERSITY BETWEEN

MOTION EMOTION

merupakan awal suatu pendekatan **gerak yg hanya didasari oleh wkt dan tempat**

OBJECT STUDY

GEOMETRIC CHARACTER



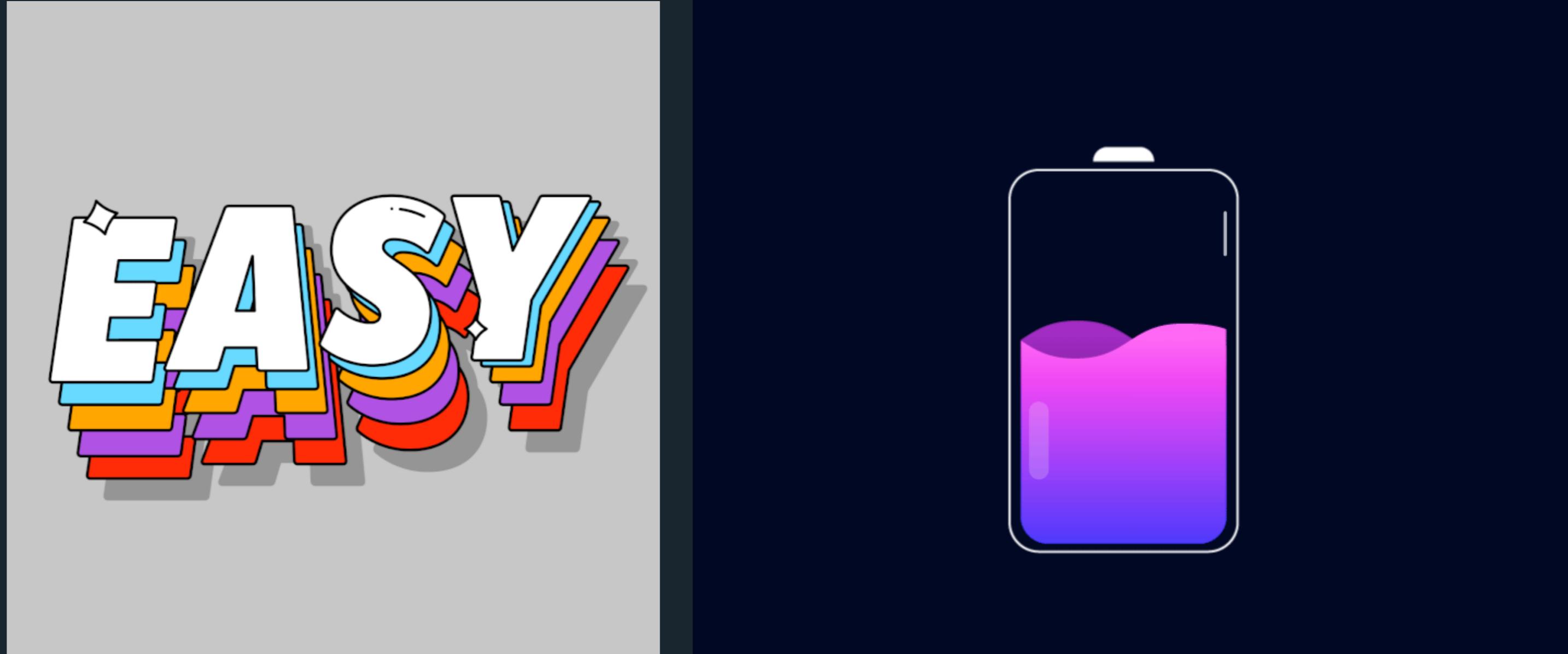
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DIVERSITY
BETWEEN

MOTION

merupakan awal suatu pendekatan gerak yg
hanya didasari oleh wkt dan tempat



MOTION LOOP



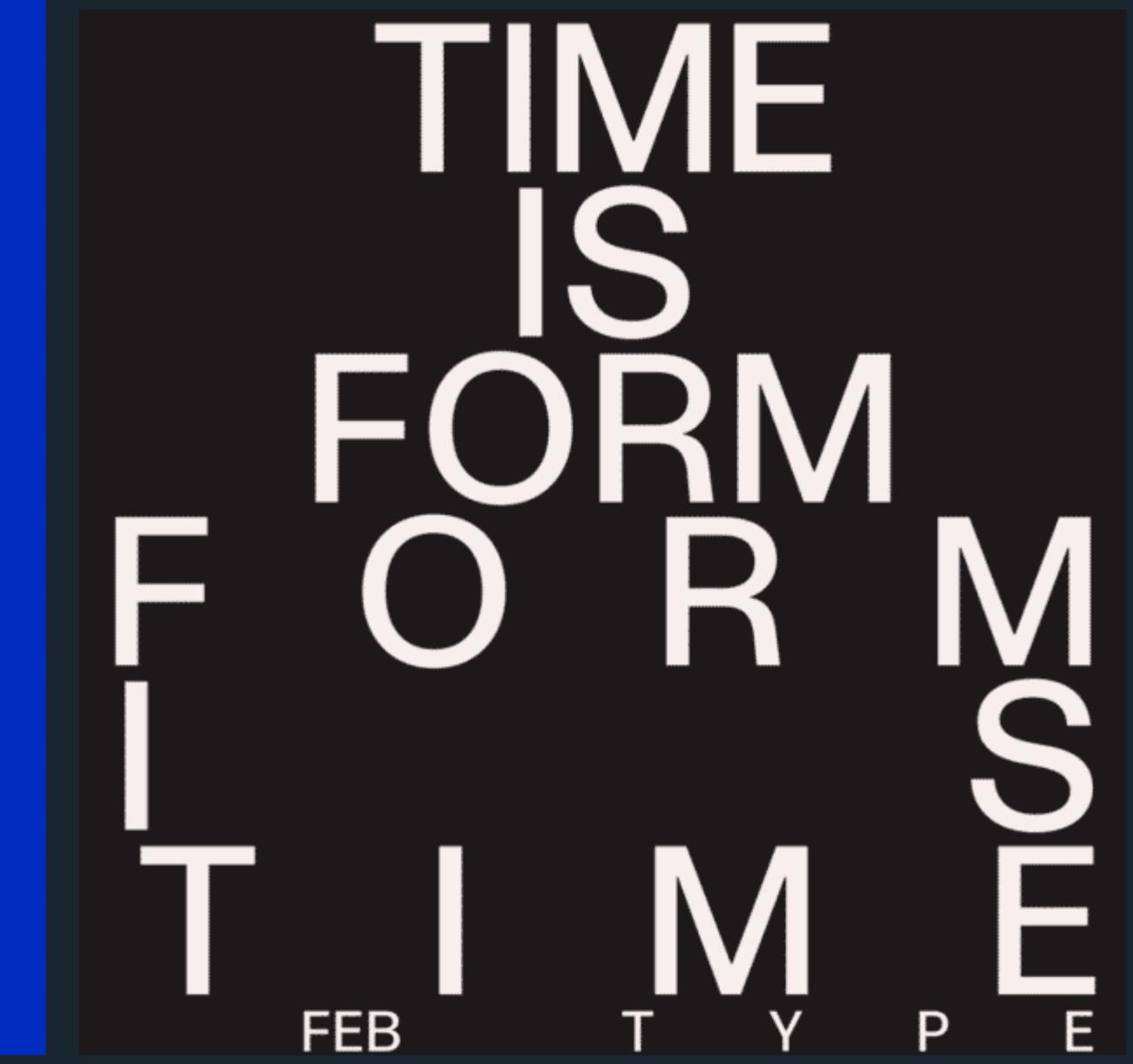
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DIVERSITY BETWEEN

MOTION

merupakan awal suatu pendekatan gerak yg hanya didasari oleh wkt dan tempat



MOTION Type



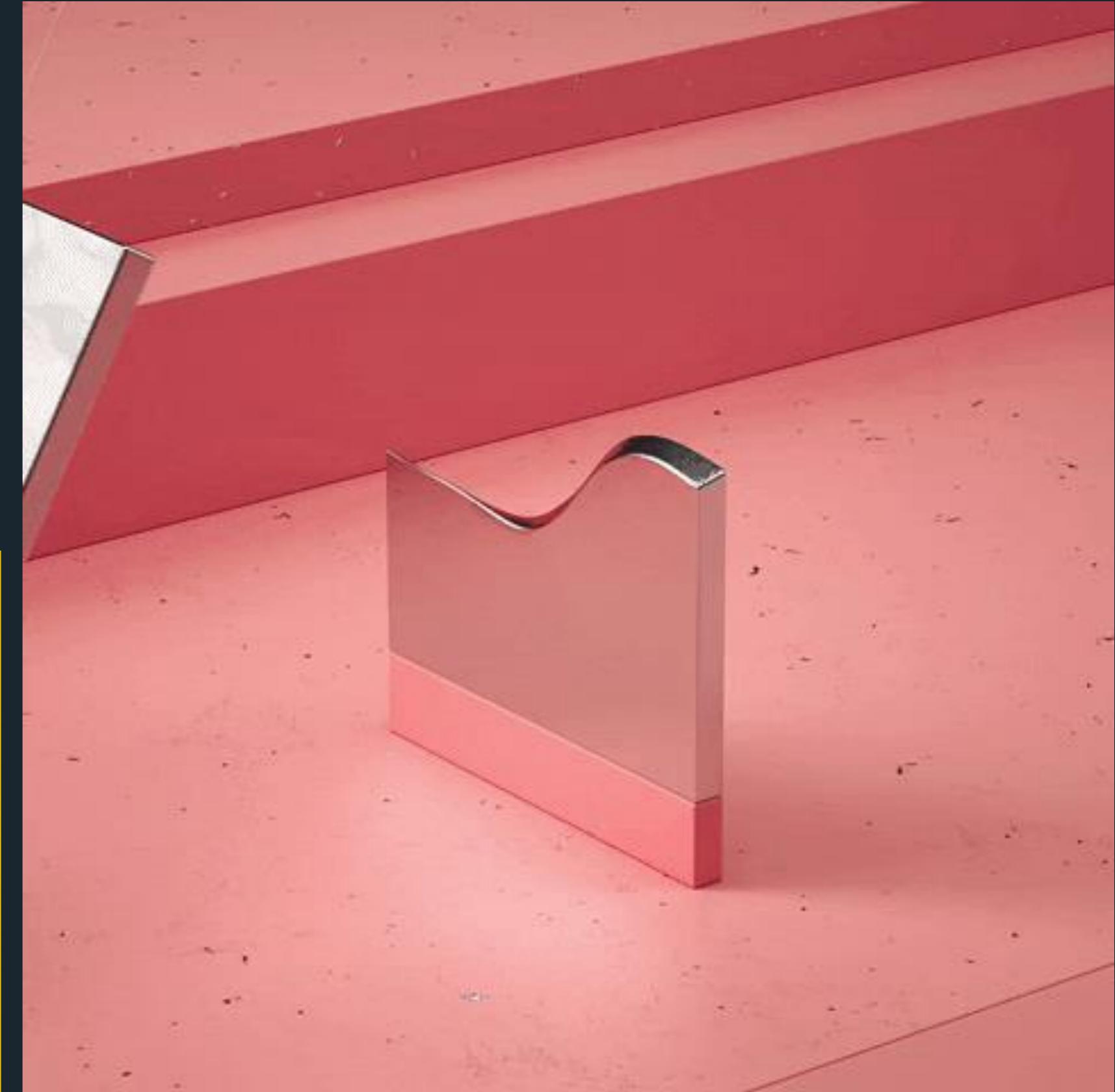
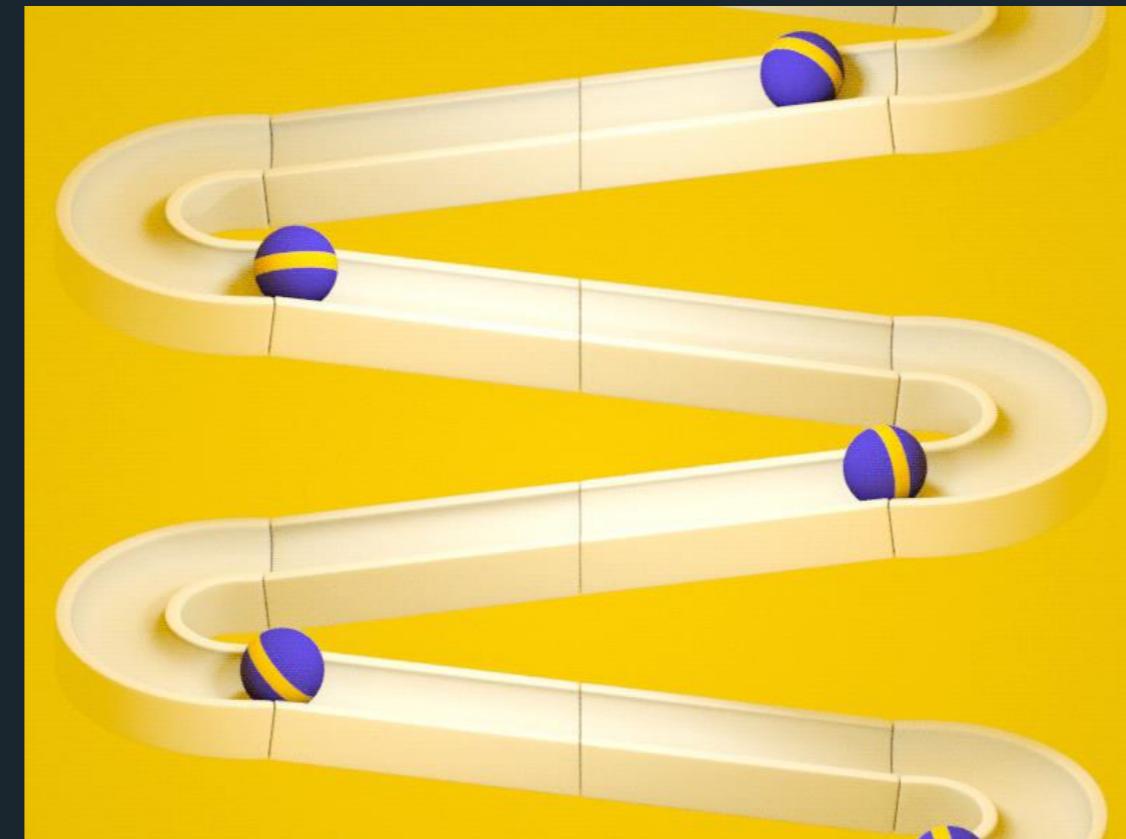
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DIVERSITY BETWEEN

MOTION

merupakan awal suatu pendekatan gerak yg hanya didasari oleh wkt dan tempat



MOTION Art



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Organization



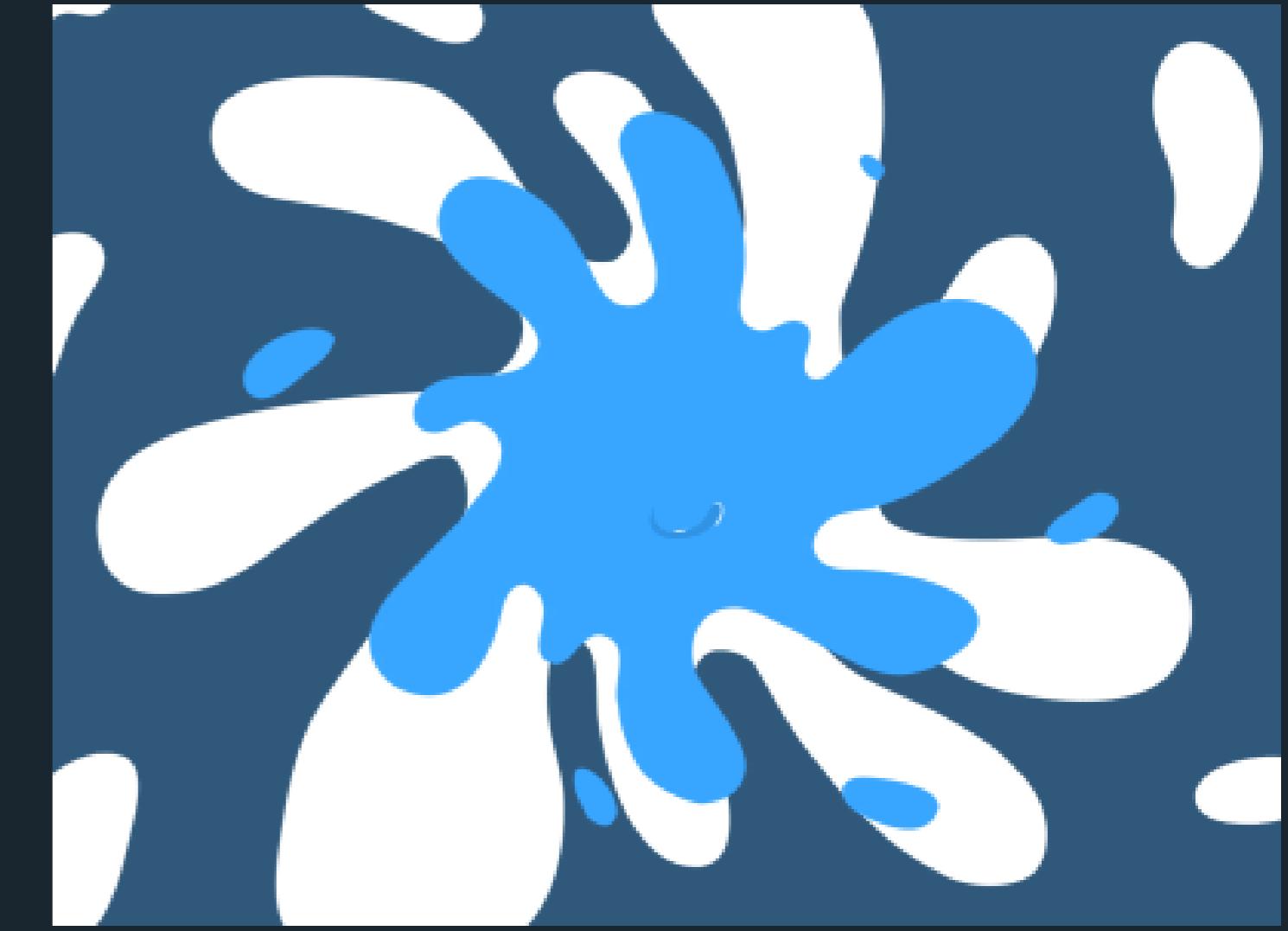
DIVERSITY BETWEEN

MOTION

merupakan awal suatu pendekatan gerak yg hanya didasari oleh wkt dan tempat



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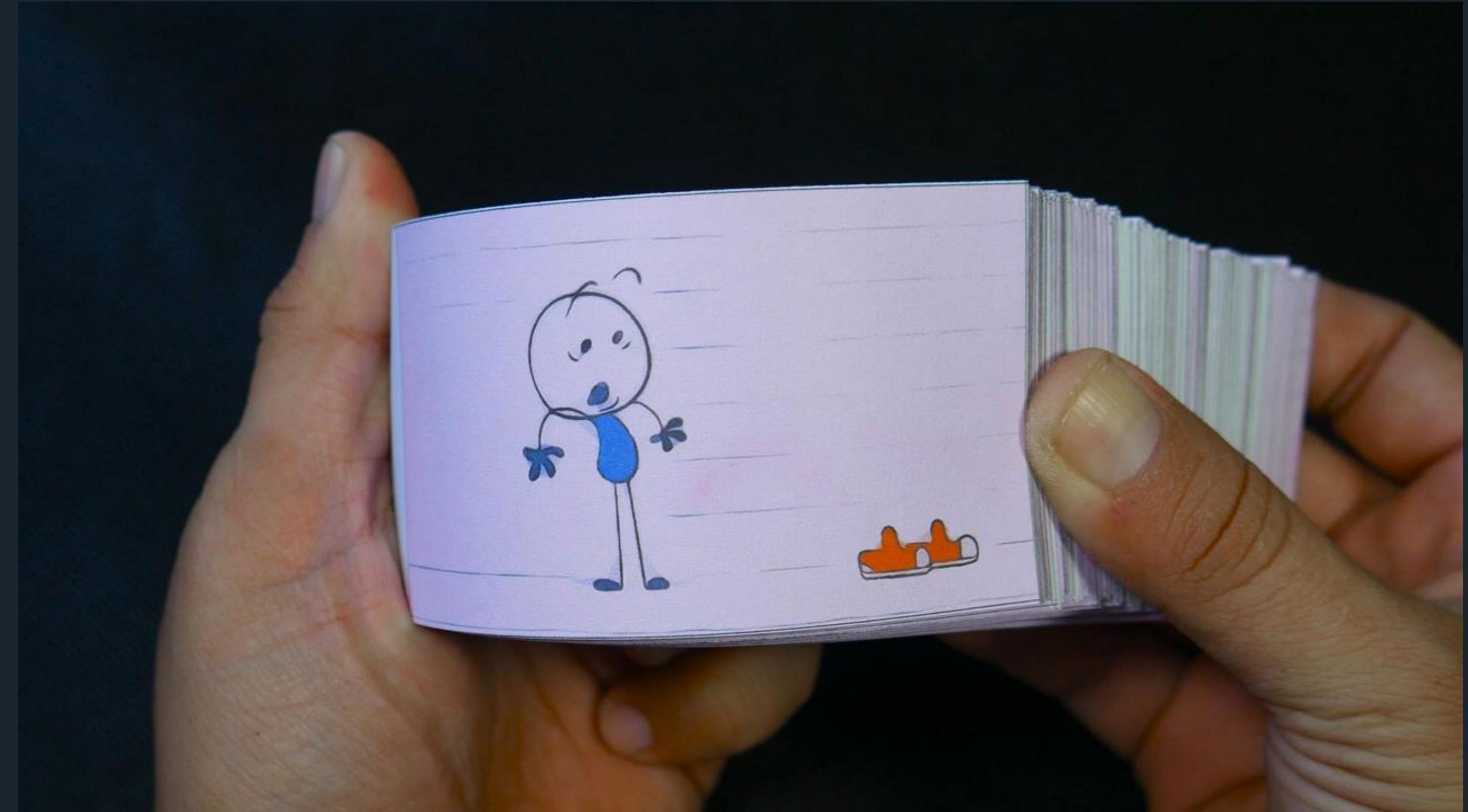


MOTION
Element

DIVERSITY
BETWEEN

EMOTION

bagaimana suatu pergerakan ditriger oleh
perasaan yang mempengaruhinya



International
Labour
Organization



DIVERSITY
BETWEEN

EMOTION

bagaimana suatu pergerakan ditriger oleh
perasaan yang mempengaruhinya



International
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Organization



LOCO
MOTION

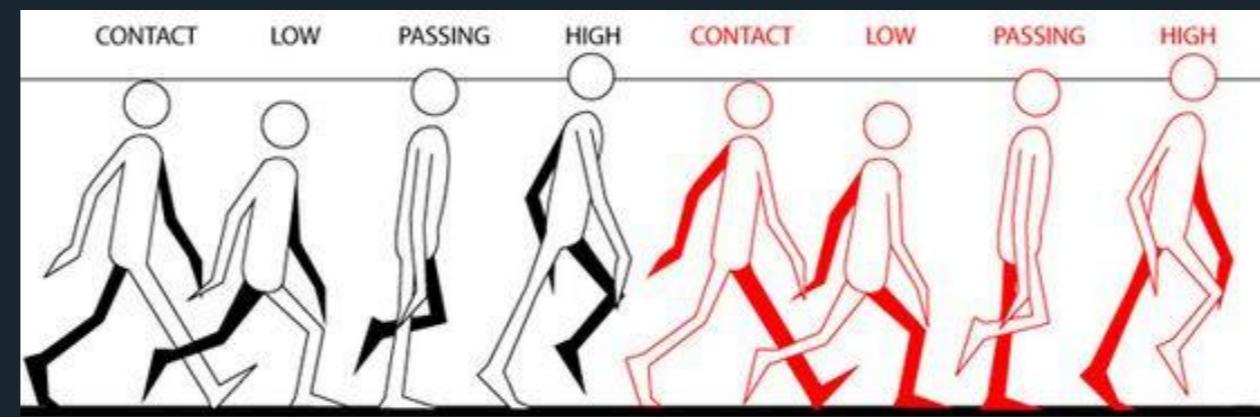
DIVERSITY BETWEEN

EMOTION

bagaimana suatu pergerakan ditriger oleh
perasaan yang mempengaruhinya



Human Motion THEORY



THE ART OF LOCO MOTION



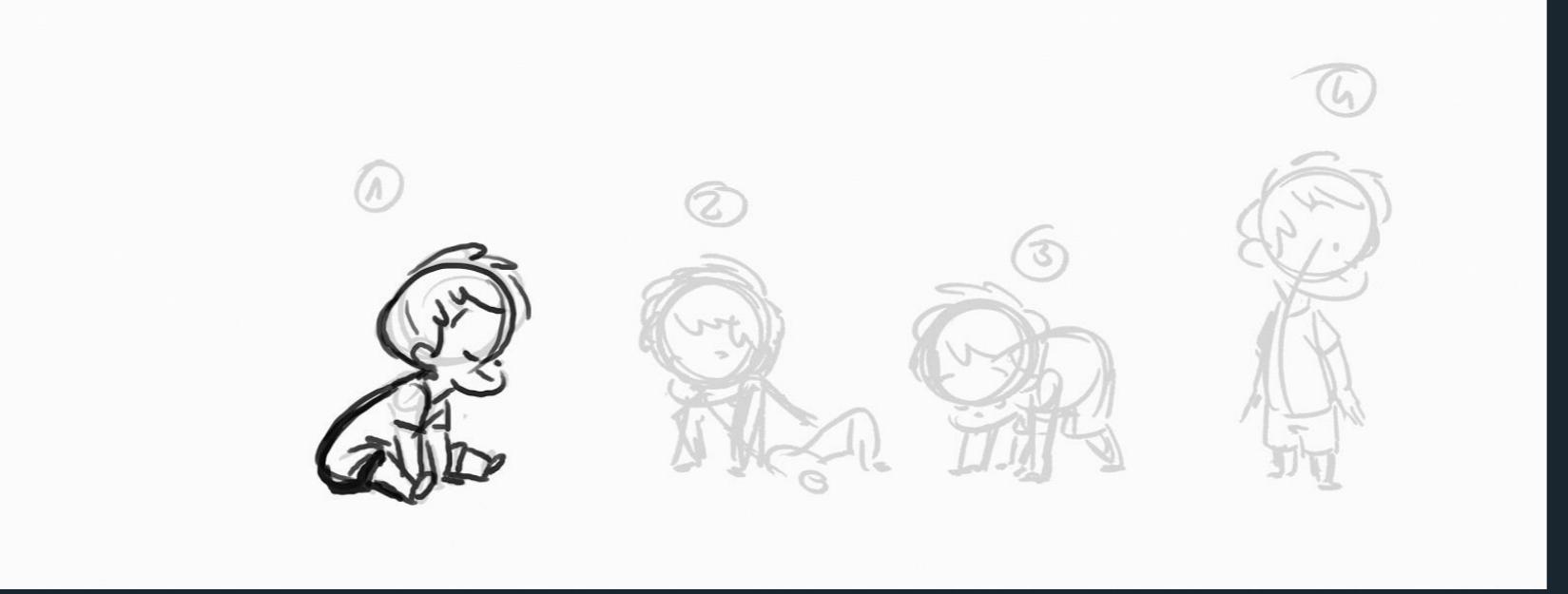
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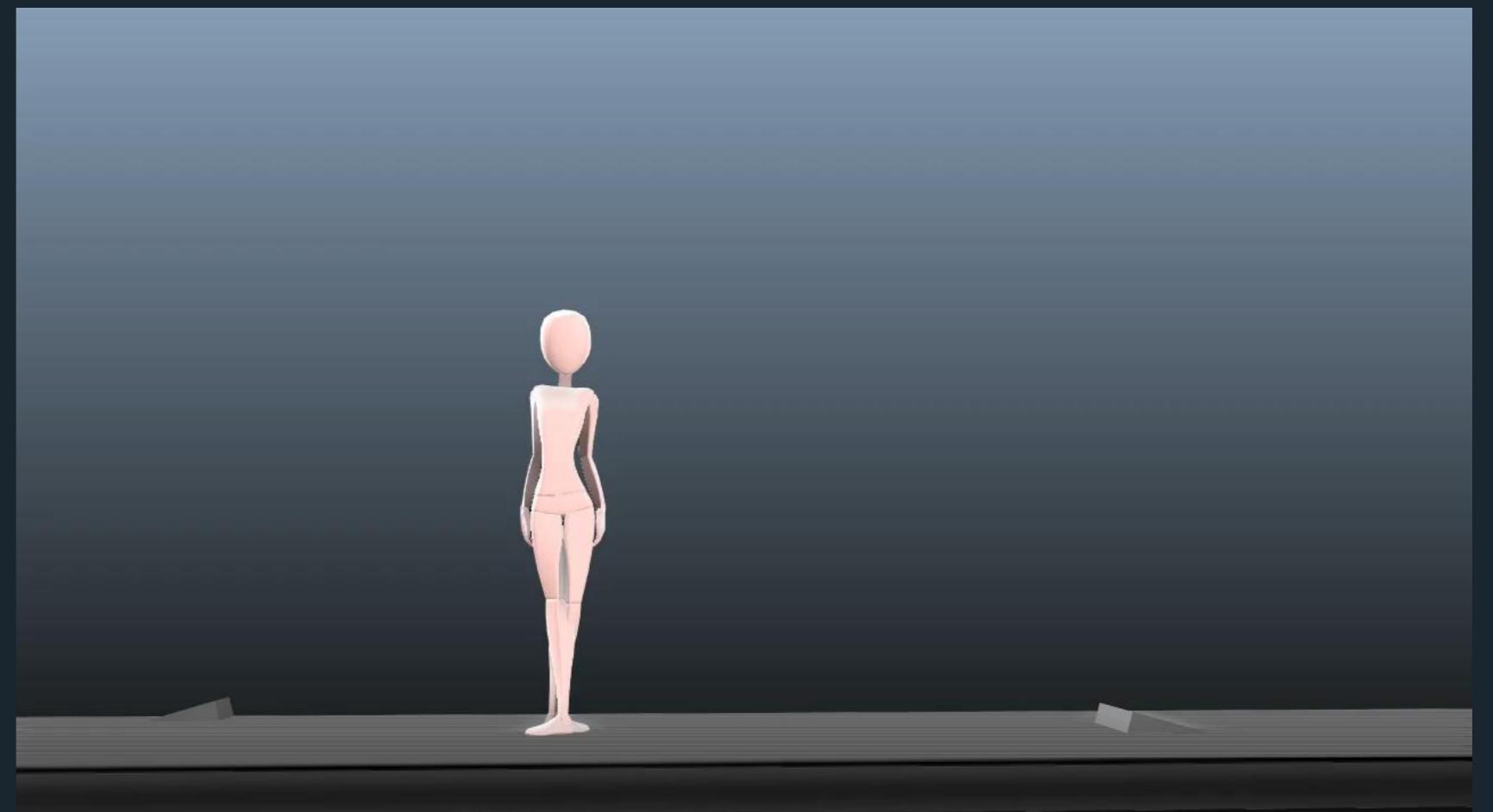
DIVERSITY BETWEEN

EMOTION

bagaimana suatu pergerakan ditriger oleh
perasaan yang mempengaruhinya



BODY MECHANIC



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DIVERSITY BETWEEN

EMOTION

bagaimana suatu pergerakan ditriger oleh
perasaan yang mempengaruhinya



FACIAL EXPRESSION



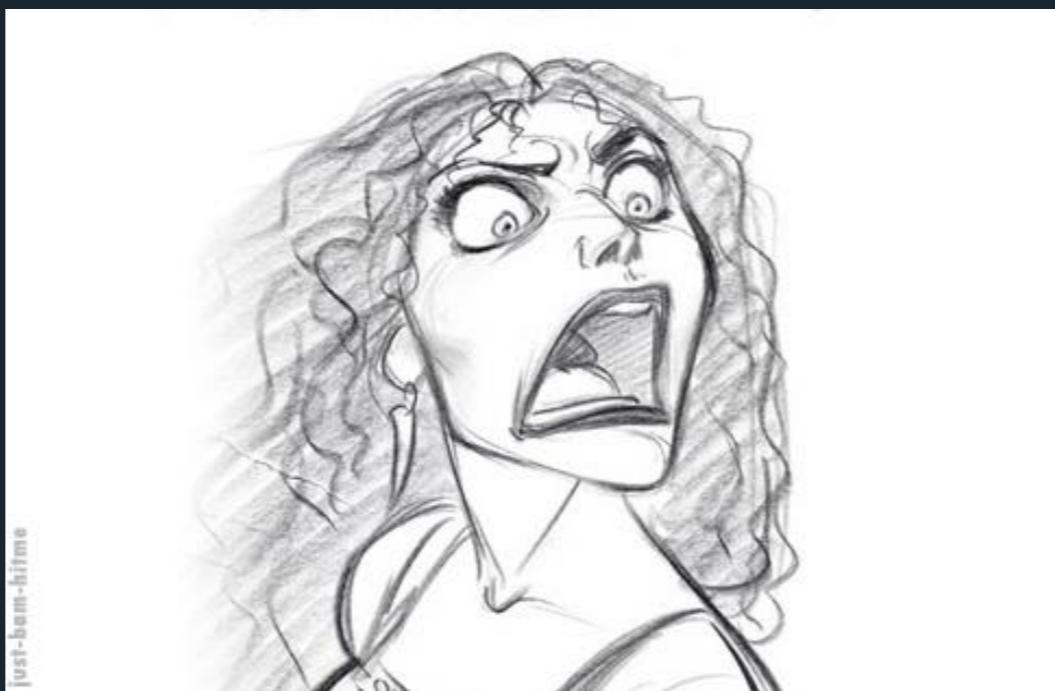
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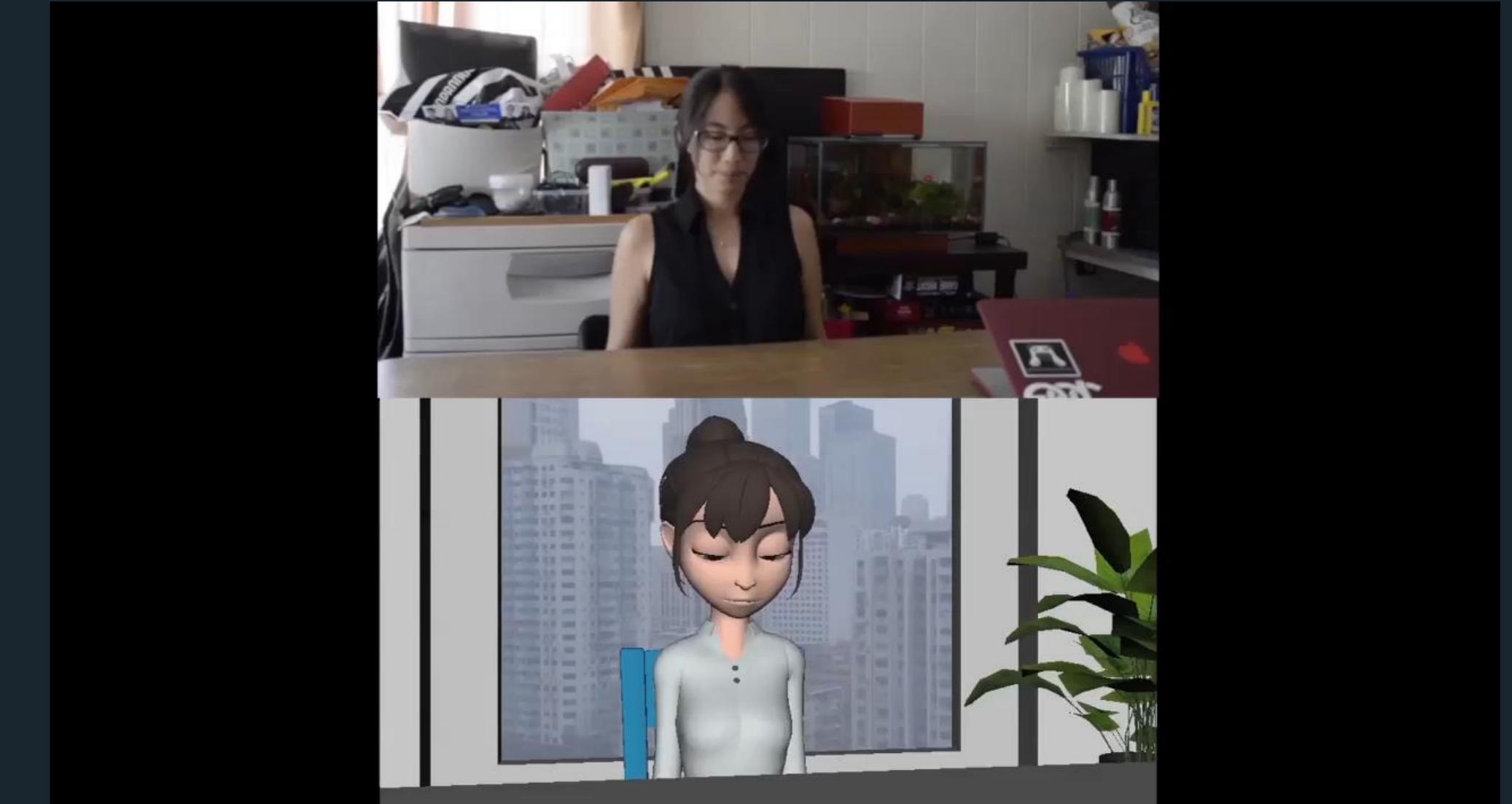
DIVERSITY BETWEEN

EMOTION

bagaimana suatu pergerakan ditriger oleh
perasaan yang mempengaruhinya



ACTING



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Organization



DIVERSITY BETWEEN

MOTION

merupakan awal suatu pendekatan **gerak yg hanya didasari oleh wkt dan tempat**

EMOTION

bagaimana suatu pergerakan ditriger oleh **perasaan yang mempengaruhinya**



MOTIONGRAPHER

ANIMATOR



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Organization



DIVERSITY BETWEEN

MOTION

merupakan awal suatu pendekatan **gerak yg hanya didasari oleh wkt dan tempat**



EMOTION

bagaimana suatu pergerakan ditriger oleh **perasaan yang mempengaruhinya**



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THANK YOU
