

A PRODUCTION OF MUSIC 2D ANIMATION CLIP ENTITLED ‘EVERY TIME WE TOUCH’ (SLOW VERSION) BY USING SWISHMAX

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ABSTRACT

This project is about development of a music 2D animation clip. The main target users are all the audiences who like to listen to the song that has been chosen by the author, the author will create 2D animation scenes and characters to describe the music contents. The author chooses song with title ‘Every Time We Touch’ (slow version) by Cascada. In order to complete this project, the author will use SwishMax animation to create all the characters and interested 2D animation scenes and the author will also use Adobe Photoshop Elements 4.0 to create some interested images so that it can be combined together and make the animation more interesting. Based on the song lyrics, the author will create 2D animation scenes and characters to represent the concept of the song which the author believes that the audience will be entertained and also help the audience to understand about the meaning of the song.