

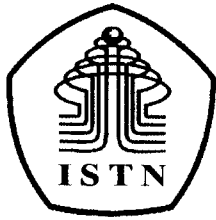
BERITA ACARA PERKULIAHAN
(PRESENTASI KEHADIRAN DOSEN)
SEMESTER GANJIL TAHUN AKADEMIK 2020/2021
PROGRAM STUDI TEKNIK INFORMATIKA FSTI-ISTN

Mata Kuliah	: Animasi 2D	Semester	:
Dosen	: Ir.Dadang Rusmana MKomp	SKS	: 2
Hari	: Senin	Kelas	: A
Jam	: 16.31-18.00	Ruang	:

No.	TANGGAL	MATERI KULIAH	JML MHS HADIR	TANDA TANGAN DOSEN
1.	14/09/2020	Pengertian Animasi	31	
2.	21/09-2020	Prinsip Dasar Animasi	31	
3.	28/09-2020	Memahami Prinsip Archs, Secondary Action, Timing, Apped, Exaggeration	31	
4.	05/10-2020	Memahami pengertian Komponen = story board	31	
5.	12/10-2020	Animasi Tradisional	31	
6.	19/10-2020	Animasi Slay Motion	31	
7.	26/10-2020	Animasi Komputer	31	
8.	02/11-2020	UJIAN TENGAH SEMESTER (UTS)	31	

DOSEN PENGAJAR

(Ir.Dadang Rusmana.MKomp.)



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Mata Kuliah : <i>Anumani 2 D</i>	Semester :
Dosen : Ir.Dadang Rusmana MKomp	SKS : <i>2</i>
Hari : <i>Senin</i>	Kelas : <i>A</i>
Jam : <i>16.31-18.00</i>	Ruang :

No.	TANGGAL	MATERI KULIAH	JML MHS HADIR	TANDA TANGAN DOSEN
9.	<i>09/2020</i> <i>/11</i>	<i>Teori Adobe Flash</i>	<i>31</i>	
10.	<i>16/2020</i> <i>/11</i>	<i>Area Kerja Flash</i>	<i>31</i>	
11.	<i>23/2020</i> <i>/11</i>	<i>Time line & layer</i>	<i>31</i>	
12.	<i>30/2020</i> <i>/11</i>	<i>Makro media Flash</i>	<i>31</i>	
13.	<i>07/2020</i> <i>/12</i>	<i>Adobe Flash</i>	<i>31</i>	
14.	<i>14/2020</i> <i>/12</i>	<i>Pengertian Gambar Clean Up & kopy</i>	<i>31</i>	
15.	<i>26/2020</i> <i>/12</i>	<i>Rekord Anumani Frame</i>	<i>31</i>	
16.	<i>18/2021</i> <i>/01</i>	UJIAN AKHIR SEMESTER (UAS)	<i>31</i>	

DOSEN PENGAJAR

(Ir. Dadang Rusmana M.Komp.)