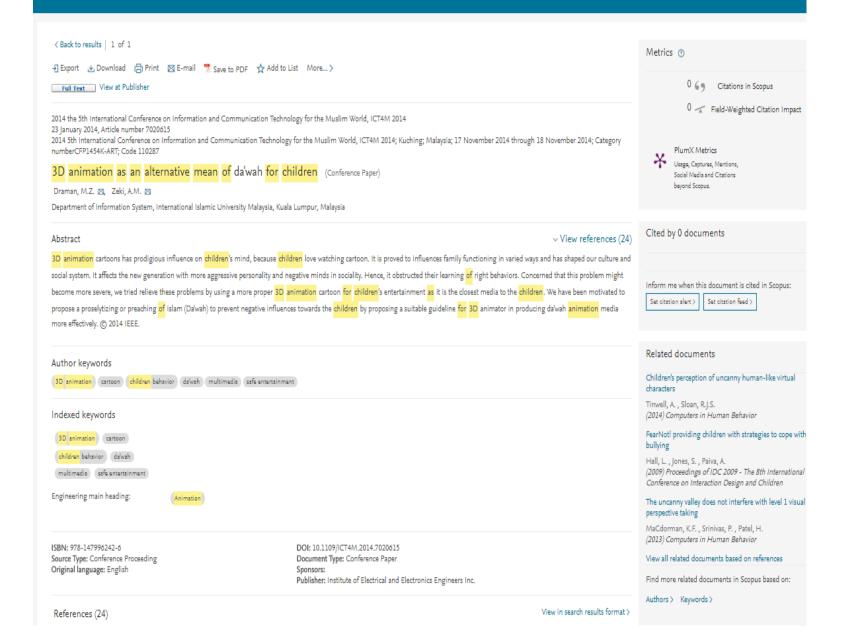
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## 3D Animation As An Alternative Mean of Da'wah for Children

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Abstract—3D animation carioons has predigious influence on children's mind, because children have watching carioon. It is proved to influences family functioning in varied ways and has shaped our culture and social system. It affects the new generation with more aggressive personality and migative minds in sociality. Hence, it obstructed their learning of right behaviors. Concerned that this problem might become more severe, we tried relieve these problems by using a more proper 3D animation carioon for children's cutertainment as it is the closest media to the children. We have been motivated to propose a proselytizing or praching of Islam (ID) which proposing a suitable guideline for 3D animater in producing da's wha naimation media more effectively.

Especial-3D animation; cartoon; da'wah; children beherior; sale entertainment; multimedia

### I. INTRODUCTION

Children, as we know, are the catalyst of the future. Therefore, shaping them with pood and positive behavior is our obligation. They are the Generation-Y children, where the technology gap between them and the Generation-X-children is very different. But technology has brought more regarite impact through the children, and this can be clearly seen on the emerging trend of juveniles being involved in crime and other social Bl. Based on police statistics in Malaysia, juvenile involved in crime totaled 7,816 cases in 2013 as compared to 3,700 cases in 2012 [1]. The year 2012 itself is reported to have the highest juvenile cases reported since year 2000; 0.015 to population aged 10–18 years seld [24].

Figure 1. Juvenile crime statistic from year 2000 until year 2012 as reported by the government agency, economic planners unit (EPU) (from [24]).

The media violence affects to their behavior (Congressional Public Health Summit, 2000). The brains help in observing, learning and implementing what the children have watched, later on transforming it to be their negative lifestyle and copycat behavior. Children can be affected at any age, but the young children are the most vulnerable target of the media violence (Anderson, 2003). The expose to improper media is positively related to subsequent aggressive behavior, aggressive idea, arousal and anger and a negative effect on helping behavior (Bushram & Anderson, 2003).

We tried to relieve these problems by proposing a suitable guideline for 3D animator in producing da wah animation, as cartone animation is the closest media for the children and we know that children watch cartoon more often than reading, and of course, it is because they are easily attracted to the cartoon.

The rest of the paper is organized as follows: Section II talks about understanding the modern computer 3d animation, Section III notes down the series of azimation storpline approach, Section IV presents our proposed mechanism with examples and explanations; and finally, Section V concludes the paper with future directions of research. The gual of this work as to provide the readers with sufficient information and proper guidelines in producing a da' wha animation.

### II. UNDERSTANDING ANIMATION

Animation is used in a wide range of different things in the modern day, such as mobile phones, , music videos, television programs, music videos, the internet, computer games, and advertisements. The use of animation in these things creates a surreal feel to them, which is most of the reason why, in media entertainment for example, is used.

In 1978, the founders of Aurdman created morph, a one coloured clay character and in order to animate him, they would use the basic stop motion technique (Taking an image of every movement he makes, then converting this to a computer). During this time, they were unable to record voices because the process was nearly impossible to achieve as hy syncing was too problematic [5].

When the companies started expanding, they hired not create bigger and improved modern animations. From year 1999 to 2005, the makers of Wallace and Gromit were able to use an advanced production value which helped to create a more lifelike and clearer imagery by focusing more on the costames, more precise facial expressions and better backgrounds.

As for today, modern computer animation has shifted on ming 3D technology that uses a geometric data represented in three-dimensional object. Layout and animation are one of the three basic phases in 3D computer graphics, known as the motion and placement of objects within a scene [6]. Animation refers to the chronological description of an object, how it moves and warps over time. Most 3D animator often uses keyframing, inverse kinematics, and motion capture methods is combination. As with modeling, physical simulation also specifies motion.