Implementation of 3D Animation-Based Learning Media to Increase Fantastic Makeup Creativity

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Abstract

Quality education can be created by educators who are able to adapt to the times so that they are able to create graduates who are in accordance with the needs of the community and are ready to compete in the international realm, including cosmetology education which has many competitors in the workforce. So, to be a professional fantasy makeup artist, you must have high creativity, unique and interesting to produce amazing fantasy makeup results. However, currently learning in makeup education on fantasy makeup material is still using conventional methods so that students feel bored and their creativity does not develop. For this reason, this research was conducted using descriptive quantitative methods with the aim of increasing student creativity to create makeup artists who can compete in the international realm. Based on the results of the study, it is known that the implementation of 3D animation-based learning media can increase the creativity of fantasy makeup because this method increases the impression received by students and also triggers them to have a stunning fantasy concept by combining one character with another character or with one character but has a uniqueness and its own character according to their respective makeup styles.

I. Introduction

Progress increasingly technology sped up demand field education for Keep going increase the creativity of graduates education so that ready compete in the realm international (Aan Ardian and Sudji Munadi, 2015). Besides that, education as event enhance the maturation process (Ardhieya Ayuregita Chandra, et al, 2021) also provided instruction for capable have attitude creative and innovative in deal with the current development for students, especially for Keep going working in the field of cosmetology (Dhiya Pebriana and Pure Astuti, 2020).

Education is a very important human need because education has a duty to prepare Human Resources (HR) for the development of the nation and state (Pradana et al, 2020). According to Astuti et al (2019) Education is an obligation of every human being that must be pursued to hold responsibilities and try to produce progress in knowledge and experience for the lives of every individual. Education is one of the efforts to improve the ability of human intelligence, thus he is able to improve the quality of his life (Saleh and Mujahiddin, 2020). Education is expected to be able to answer all the challenges of the times and be able to foster national generations, so that people become reliable and of high quality, with strong characteristics, clear identities and able to deal with current and future problems (Azhar, 2018). Education and skills are the main keys in gaining social status in community life (Lubis et al, 2019).

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If sector education no capable adapt with progress of the times, then competence graduate of will decrease quality and impact bad for quality Indonesian education. Because of that, every educator as mover and facilitator must capable adapt with progress technology so that destination learning could achieved by effective and efficient, including cosmetology education.

Cosmetology education is field starting science cultivated by many people because have sufficient income tall if succeed Becomes a professional makeup artist. Because of that, cosmetology education has Duty for create capable graduates compete with make- up International.

Despite Thus, progress and effectiveness achievement destination cosmetology education depends on harmony component education, one of them suitability use of learning media with the material presented is also character his students. Learning media have very important role (Gustin Valeta Sar, 2020) for increase students ' understanding so that creativity also increases. Moreover, cosmetology education is included in education vocation or vocational Where is the educational process ? will customized with needs of the world of work (Suyitno, 2016). So, in education vocation will given learning about variety preparation so that creativity and resources power man as product quality graduates. Because of the quality source power Man have role important in increase variety aspect life national (Sukoco et al, 2014).

Because of that, implementation cosmetology learning must held with good, detailed, effective and efficient. This thing because, in even make up must - have technique conducted by careful like to do makeup with adapt form face and type skin for determine type cosmetics that will used. make up need use art so that could seen beautiful, neat, and attractive. Art make up or *make up* is inheritance culture that still Keep going developed until moment nii (Dwi Nur Marsafitri and Juhrah Singke, 2013) with variety techniques and tools used. Moreover, when this has many kinds cosmteik that supports the make -up for doing the action change face somebody becomes something desired.

One art frequent make - up shown is fantasy makeup. Fantasy makeup that is make up face with shape picture in accordance with fantasy cosmetic such as flora, fauna, art, and so on (Made Yunitari, et al., 2018). Fantasy makeup will produce spectacular results when the make-up have high creativity for produce form suitable face with the character he want.

Courses in cosmetology education start developed until to fantasy makeup realm as one form character art. However, the learning that is often done still on aspect monotone where educator will explain Theory through power point and explain it by lecture. Even though already accompanied by with practice, however creativity student in apply fantasy makeup art not yet maximum. As results survey is known that 80% of respondents state that fantasy makeup learning During this still often use method conventional so that the respondents confess that his creativity no increase even someone confess confused for start make up face from which side. In other words, learning not yet utilise technology by maximum. Though, technology have electronic media that can become a learning media interactive (Titin Hera Widi Handayani and Ichda Chayati, 2010).

This thing prove that quality learning still not yet reach the goal, because of the media used not yet in accordance with character students and the material presented. As stated by (Cecep, 2017) that use of learning media have enough share big in increase creativity and understanding student.

One of the learning media that can used namely animation media. Besides easy found through internet network can also increase understanding student in learning. This thing because, learning with utilization technology could interesting so that capable increase motivation study and power want to high tofu (Inna Rizky Cahyani, 2020). Motivation comes from the Latin word movere which means drive or driving force (Purba and Sudibjo, 2020).

Animation is Suite a number of merged images then shape something Unique and funny moves, this medium have superiority that is could showing form character accompanied movement is also audio (Sakti, 2013).

One type animation that is 3D animation that can be show picture move. Because has processed like that appearance for give unique moves accompanied with audio. With this so 3D images have lively impression (Lingga, 2015).

With the use of 3D animation media is expected capable increase power pull for follow learning so that students could focused and interested for notice learning (Utami, 2022). Besides that, can also give inspiration makeup character that will drawn on people's faces give unique and different impression because on this medium could give variety draft draw through makeup face. Not stop until here, goal from the use of this media is also for make it easy educator in give learning (Sari and Samawi, 2014) so that no again use method monotony that causes boredom.

Based on a number of the above, then study this want to knowing more carry on regarding "*Implementation of Learning Media" based on 3D Animation for Increase Fantasy Makeup Creativity*". Selection of learning media based on 3D animation due to, art in make up face with form character need strong memory about the details of the desired character.

II. Research Method

Study this use method descriptive quantitative. Method descriptive is method that can explain or describe state object or subject study based on the facts (Arikunto, 2010) encountered at the time of implementation of learning media based on 3D animation for increase fantasy makeup creativity and then exposed in form report research.

Source of data obtained through questionnaire electronic form (*g-form*) regarding the learning process that has been this implemented and after implementation of learning media based on 3D animation for increase fantasy makeup creativity with amount 30 selected respondents based on *sampling purposes* also with To do observation moment implementation of the media applied. Result of charging questionnaire electronic then analyzed with careful for knowing level fantasy makeup creativity student after implementation of learning media that.

Data processing refers to the scale likert following this (Ferlina Tri Setiwati and Luqman Hakim, 2013)

Table 1. Likert scale

Criteria	Value/Score
Very good	4
Well	3
Not good	2
Very Not Good	1

Then will classified eligibility based on criteria in table following this (Riduwan, 2012)

Table 2. Criteria Interpretation Media Eligibility

Percentage	Criteria
0%-25%	Very Inappropriate
26%-50%	Not feasible
51%-75%	Worthy
76%-100%	Very Worthy

III. Results and Discussion

Suitability of learning media have correlation positive in increase creativity student for fantasy makeup in accordance with which he want. This thing because, the application of appropriate learning media with material and learner could increase understanding that has an impact on increasing creativity student in fantasy makeup

Basically, theory and practice always be delivered in the learning process. However, the use of media that is not in accordance could trigger boredom so that ability in make up fantasy no increase. After implementation of learning media based on 3D animation done so known data as following:

Table 3. Feasibility survey results Implementation method learning based on 3D animation

No	Aspect	Percentage	Information
1.	The media is able to clearly describe fantasy makeup	80%	Very Worthy
2.	The media is able to explain fantasy makeup techniques using manual or airbrush methods, and various other ways	79%	Very Worthy
3.	Media can increase creativity.	81%	Very Worthy
4.	Media can add insight in making unique makeup.	73%	Worthy
5.	Media can increase enthusiasm for learning	75%	Worthy
6.	Media can activate students during the learning process	72%	Worthy

Based on the data above is known that implementation of learning media based on 3D animation has variety impact positive, namely:

First, through implementation of learning media here, students could understand Theory about fantasy makeup with clear. Understanding this could is known with results study the respondent's ability also increases in to do presentation about fantasy makeup material ahead class. Based on results observation is known that, when student to do presentation, they has have raas believe high self, no again hold text moment to do presentation because understanding you have enough strong. Aspect this get percentage 80% with very feasible criteria.

Second, with this medium, students could explain technique make up face with art fantasy by clear. He is also able explain method make up with adapt to various form face and type skin client. So that moment application *make up* could neat and productive awesome fantasy. Besides that, they are also able explain the best technique used like

manual technique or *airbrush* with adjust on purpose appearance that will followed by the available tools. Aspect this get percentage 79% with very feasible criteria.

Third, the application of this media can also increase creativity student for have score superior art artistic value this could seen from results makeup after To do learning with 3D animation media. This thing because, with learning 3D animation of students could see direct whole part from every animation shown, with this then students could creativity with blend Among one character with character other until Becomes beautiful blend, unique, has character strong and show characteristic special make - up. Because, in truth, each makeup have their respective characteristics. Aspect this get percentage 81% with very feasible criteria.

Fourth, add outlook in make unique and distinctive makeup because have strong and broad knowledge about fantasy makeup. Through 3D animation and learning theory as well as practice explained method for give polish unique and attractive face. Aspect this get percentage 73% with criteria worth.

Fifth, can increase spirit study because Keep going given character new and unique as well as new knowledge with variety learning. With this the students can also direct practice for make makeup as he want, then could seen results and analyzed part Which make-up do you need ? repair and need for strengthened color the character or variety Thing others still considered less. Aspect this get percentage 75% with criteria worth.

Sixth, can activate the learning process because student no only listen teacher explanation but whole the senses he has join active in pay attention, listen, observe, analyze, do practice, do evaluation and improvement to materials and make - up done. Aspect this get percentage 72% with criteria worth.

A number of the above is side positive application of learning media 3D animation. This also proves that creativity student could increase with percentage 81% in the field creativity that shows very feasible criteria.

Besides that, learning with this medium is also fixed give explanation theory and practice go hand in hand related and interesting because be delivered through interesting and fun way so that students could feel happy dive learning.

With this so implementation of learning media based on 3D animation for increase fantasy makeup creativity could succeed done.

IV. Conclusion

Cosmetology education is one of the starting education loved by many people because have uniqueness and characteristics typical separately. Those who enter the department this of course have desire for develop creativity self, including the fantasy makeup that started many developed. Fantasy makeup showing makeup face in the form of unique character such as flora, fauna, mythology china, wound burn, even could describing monsters and so on in accordance with the imagination of the make- up artist.

Because fans cosmetology education is enough a lot, then enough competition in the field tight. Because of that, every cosmetic must have high creativity and will for follow the development of the times through implementation of learning media based on Proven 3D animation could increase creativity in fantasy makeup.

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