

Application of 3D Animation Techniques Anticipation and Follow Through in Makania Season 2 Series

Muhammad Abdi Kurniawan¹, Sheanny Ocmi Sakti²

¹²Program Study of Animation, Vocational School, Universitas Negeri Padang

*Corresponding author, e-mail: sheannyos@ft.unp.ac.id

Abstract

This study examines the application of the anticipation and follow through principles in 3D animation to improve motion clarity and realism. The research focuses on Makania Season 2, episode 11, titled “Next Level,” produced by Piapi Creative Media and broadcast on Astro Ceria and Sooka. The animation was developed using Blender 3.6.11 with a pose to pose workflow, including blocking, in-between, and polish stages, complemented by revisions from supervisors and clients. Motion data were obtained from real-world observation and visual references, and were applied to both human and non-human characters. Findings show that consistent use of these principles enhanced movement naturalness, emotional expression, and narrative delivery, particularly in dynamic scenes such as chases and comedic interactions. This research contributes practical insights for animators and supports the creation of visually engaging 3D animations within the Indonesian creative industry.

Keywords: 3D Animation, anticipation, follow through, pose to pose, Makania

How to Cite: Kurniawan, M.A. Sakti, S.O. (2025). Application of 3D Animation Techniques Anticipation and Follow Through in Makania Season 2 Series. *International Journal of Applied Counseling and Social Sciences*, 06 (1)



This is an open access article distributed under the Creative Commons 4.0 Attribution License, which permits unrestricted use, distribution, and reproduction in any medium, provided the original work is properly cited. ©2019 by Author

Introduction

The advancement of technology in the creative industry, particularly in 3D animation, has significantly influenced the quality standards and production processes of animated films. The global animation market is experiencing rapid growth, driven by increased audience demand for high-quality visuals, compelling storytelling, and immersive experiences. In this context, animators are required to master and consistently apply the 12 Principles of Animation to ensure movements appear natural, expressive, and synchronized with the narrative.

Among these principles, anticipation and follow through are crucial for enhancing motion clarity and viewer engagement. Anticipation prepares the audience for an upcoming action, making movements more predictable and readable, while follow through adds realism by continuing motion after the main action has occurred. The absence or improper application of these principles often results in stiff, unnatural animations that fail to effectively convey emotion or narrative intent.

Previous studies have discussed the application of animation principles in general, but specific research focusing on the integration of anticipation and follow through within serialized 3D animation—especially in the Indonesian context—is still limited. This study addresses that gap by analyzing their implementation in *Makania Season 2*, a 3D animated series produced by Piapi Creative Media and broadcast on Astro Ceria and Sooka. Episode 11, titled “Next Level,” serves as the primary case study due to its diverse range of character actions, from subtle comedic gestures to fast-paced physical movements, offering rich material for principle application analysis.

The objective of this research is to examine how anticipation and follow through techniques are applied throughout the production pipeline, evaluate their impact on the final animation quality, and provide practical insights for animators seeking to optimize motion realism. By documenting and analyzing this process, the study aims to contribute to the growing body of literature on 3D animation best practices and support the development of high-quality animation in Indonesia’s creative industry.

Method

This study employed a qualitative case study approach to analyze the application of *anticipation* and *follow through* principles in a professional 3D animation production setting. The research focused on *Makania Season 2*, episode 11 (“Next Level”), produced by Piapi Creative Media. This episode was selected due to its variety of character movements and complex interaction sequences, providing a comprehensive basis for principle application analysis.

The animation process was carried out using Blender 3.6.11 on hardware meeting production-level specifications. The workflow followed the *pose to pose* technique, consisting of three main stages.

1. Blocking – Creation of key poses to establish main actions and timing.
2. In-between – Addition of transitional frames to ensure smooth motion between key poses.
3. Polish – Refinement of timing, spacing, secondary motion, and subtle character expressions.

Data Collection

involved direct observation of real-world motion, analysis of reference videos, and iterative feedback sessions with supervisors and clients. Human and non-human

characters were both analyzed to ensure principles were consistently applied across different animation contexts.

Data Analysis

was conducted by comparing the pre- and post-application quality of animations, assessing naturalness, clarity, and audience readability. This evaluation was supported by qualitative feedback from the production team and a visual breakdown of selected key scenes.

Results and Discussion

The application of *anticipation* and *follow through* principles in **Makania Season 2**, episode “Next Level,” demonstrated clear improvements in motion readability, realism, and narrative delivery.



Figure 1. *Anticipation*

Figure 1, shows the application of *anticipation* in the “Next Level” episode, where the character bends forward and shifts body weight prior to initiating a sprint. This preparatory movement communicates intent, making the subsequent action more predictable and engaging for viewers (Ardiyanto, 2018).

Anticipation was strategically used to prepare the audience for upcoming actions. For example, before a character initiates a jump, a visible downward bend in the knees and a shift in body weight signal the impending motion. Similarly, before a comedic reaction, subtle facial micro-expressions and slight head tilts provided cues that increased the comedic timing (Purwanto, 2018). This aligns with Ardiyanto (2018), who states that anticipation not only aids in motion clarity but also enhances audience engagement through predictive visual cues.



Figure 2. Follow Through

Figure 2, shows the *follow through* phase, occurring immediately after the primary punch action. The trailing arm movement and subtle head rotation maintain momentum, preventing the motion from appearing abrupt. This aligns with Rizky & Lestari (2019), who found that secondary motion reinforces realism and provides a sense of weight.

Follow through was effectively integrated to extend motion beyond its primary action. Movements such as hair sway, the trailing motion of clothing, and the oscillation of limbs after impact added weight and realism to the animation. These findings reinforce Rizky & Lestari (2019), who demonstrated that secondary motion strengthens the illusion of physicality and contributes to scene believability. The results also echo the foundational theories of Thomas & Johnston (1981), who emphasized that follow through is essential in preventing actions from appearing mechanically abrupt.

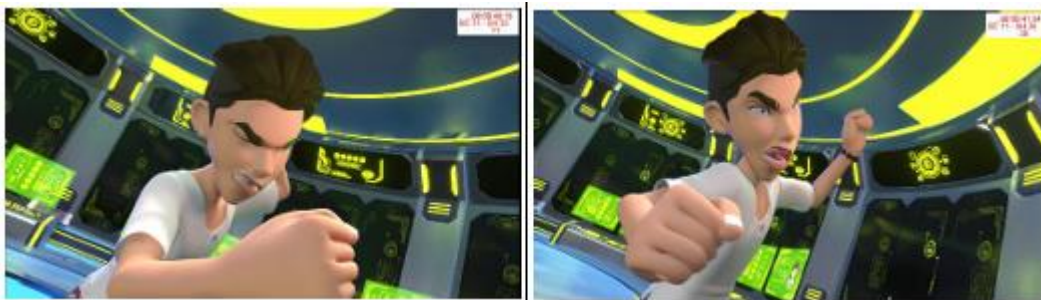


Figure 3. Complete of Action

Figure 3 presents two sequential frames demonstrating the transition from *anticipation* to the completion of action. The initial frame captures muscular tension and a downward gaze, while the subsequent frame depicts the extension of the arm and focused eye contact with the target. This progression illustrates Lasseter's (1987) and Thomas & Johnston's (1981) assertion that fluid motion arcs combined with proper anticipation and follow through create a more immersive viewing experience.

The adoption of the *pose to pose* workflow proved crucial for controlling timing, spacing, and motion arcs. By separating the animation into **blocking**, **in-between**, and **polish** stages, the production team maintained creative flexibility while ensuring

quality control (Astuti & Prasetyo, 2019). This is consistent with Lasseter's (1987) argument that *pose to pose* facilitates better timing adjustments and character performance refinement.

Feedback from supervisors and clients highlighted that scenes with strong application of these principles were perceived as more dynamic and emotionally resonant, particularly in high-action sequences such as chase scenes, where anticipation clarified intent and follow through ensured motion fluidity. In comedic sequences, exaggerated anticipation magnified humor, while carefully timed follow through sustained viewer attention and laughter (Budianto, 2020).

In summary, the integration of *anticipation* and *follow through* in the **Makania** series not only improved the visual aesthetics but also reinforced storytelling effectiveness. These findings contribute to both academic understanding and practical application in 3D animation production, supporting Munir's (2013) perspective that mastery of animation principles is a decisive factor in producing engaging and memorable visual narratives.

Conclusion

This study demonstrated that the deliberate application of *anticipation* and *follow through* principles significantly improves motion clarity, realism, and audience engagement in 3D animation. Using **Makania Season 2**, episode "Next Level" as a case study, it was found that *anticipation* effectively prepared viewers for upcoming actions, enhancing readability and narrative flow, while *follow through* preserved motion continuity and added a sense of physicality.

The findings confirm previous works (Lasseter, 1987; Thomas & Johnston, 1981) and support more recent studies (Ardiyanto, 2018; Rizky & Lestari, 2019) that emphasize the importance of these principles in professional animation production. The implementation within a *pose to pose* workflow ensured better timing control, allowed for creative flexibility, and facilitated iterative feedback processes.

Practically, these results offer a valuable reference for animators and production studios, particularly in the Indonesian animation industry, highlighting that disciplined adherence to core animation principles can elevate the quality of serialized productions for both domestic and international audiences.

For future research, further exploration could focus on integrating these principles with emerging animation technologies such as motion capture, real-time rendering, and AI-assisted animation tools. Additionally, audience perception studies could be conducted to quantitatively assess the impact of these principles on viewer engagement and comprehension across different genres and cultural contexts

References

- Ardiyanto, D. (2018). Penerapan prinsip *anticipation* dan *follow through* dalam animasi 3D. *Jurnal Animasi Indonesia*, 5(2), 45–53.
- Astuti, R., & Prasetyo, Y. (2019). Analisis penggunaan teknik *pose to pose* pada animasi karakter. *Jurnal Desain Komunikasi Visual*, 8(1), 12–21.
- Astuti, R. (2017). Prinsip animasi dalam produksi film animasi 3D. *Jurnal Multimedia*, 4(3), 33–41.
- Budianto, A. (2020). Implementasi Blender dalam produksi animasi 3D. *Jurnal Teknologi Kreatif*, 2(1), 15–22.
- Lasseter, J. (1987). Principles of traditional animation applied to 3D computer animation. *ACM SIGGRAPH Computer Graphics*, 21(4), 35–44.
- Munir, M. (2013). *Multimedia: Konsep & aplikasi dalam pendidikan*. Alfabeta.
- Pratama, H. (2021). Optimalisasi gerakan karakter dengan teknik animasi dasar. *Jurnal Animasi Nusantara*, 3(2), 50–58.
- Purwanto, E. (2018). Efektivitas penggunaan prinsip *anticipation* dalam penyampaian narasi visual. *Jurnal Seni & Desain*, 6(1), 25–34.
- Rizky, F., & Lestari, W. (2019). Studi kasus penggunaan *follow through* pada animasi aksi. *Jurnal Visual Art*, 9(4), 78–85.
- Sari, D. (2020). Produksi animasi 3D untuk edukasi anak. *Jurnal Pendidikan Visual*, 5(2), 40–47.
- Thomas, F., & Johnston, O. (1981). *The illusion of life: Disney animation*. Disney Editions.
- Wibowo, R. (2017). Desain karakter dan gerak dalam animasi 3D. *Jurnal Komunikasi Visual*, 4(2), 20–29.
- Yuliana, M. (2018). Analisis prinsip animasi dalam film animasi Indonesia. *Jurnal Perfilman*, 7(3), 60–68.