

ABSTRACT

Interactive Animation is a scope that combines animation and interaction. At the educational stage, students will be more interested in interactive animation. The material presented is not easy to understand and makes students bored. While feeling bored will produce less than optimal results for students who are studying. Along with the development of the times, the author and his colleagues realized that technology brought many changes, in the world of education with new learning methods such as animation which is more interesting and can be done anywhere. The learning method conveys material about the Planets and Solar System wrapped in an interactive animation which is felt to be a more fun learning method. The method used in making this application is the Multimedia Development Life Cycle (MDLC) and the use of other applications such as Adobe Illustrator, Adobe Photoshop for creating 2D objects, Blender 3D and Unity 3D. With this educational application, it is hoped that it can help and make it easier for students at Primary School 1 Bodelor to learn.

Keywords: Interactive Animation, Planets, Solar System