

## DAFTAR GAMBAR

Gambar 2.1-Youtube “Lights Out-Who’s There Film Challenge(2013)” .....	11
Gambar 2.2-Youtube-Klip dari salah satu adegan di Paranormal Activity 3 .....	11
Gambar 2.3-Youtube “Film Pendek Makmum” .....	12
Gambar 3.1-Shot List Episode 1 .....	19
Gambar 3.2-Shot List Episode 2 .....	19
Gambar 3.3-Shot List Episode 3 .....	20
Gambar 3.4-Storyboard Episode 1-Bagian 1 .....	20
Gambar 3.5-Storyboard Episode 1-Bagian 2 .....	21
Gambar 3.6-Storyboard Episode 1-Bagian 3 .....	21
Gambar 3.7-Storyboard Episode 1-Bagian 4 .....	21
Gambar 3.8-Storyboard Episode 1-Bagian 5 .....	22
Gambar 3.9-Storyboard Episode 2-Bagian 1 .....	22
Gambar 3.10-Storyboard Episode 2-Bagian 2 .....	22
Gambar 3.11-Storyboard Episode 2-Bagian 3 .....	23
Gambar 3.12-Storyboard Episode 2-Bagian 4 .....	23
Gambar 3.13-Storyboard Episode 2-Bagian 5 .....	23
Gambar 3.14-Storyboard Episode 3-Bagian 1 .....	24
Gambar 3.15-Storyboard Episode 3-Bagian 2 .....	24
Gambar 3.16-Storyboard Episode 3-Bagian 3 .....	24
Gambar 3.17-Storyboard Episode 3-Bagian 4 .....	25
Gambar 3.18-Storyboard Episode 3-Bagian 5 .....	25
Gambar 3.19-Ruangan Kamar 1 (Lokasi Syuting Episode 1).....	28
Gambar 3.20-Ruangan Kamar 2 (Lokasi Syuting Episode 2).....	28
Gambar 3.21-Ruangan Kamar 3 (Lokasi Syuting Episode 3).....	29
Gambar 3.22-Proses Setup Ruangan.....	29
Gambar 3.23-Syuting Hari Pertama-1.....	30
Gambar 3.24-Syuting Hari Pertama-2.....	30
Gambar 3.25-Syuting Hari Kedua-1 .....	31

Gambar 3.26-Syuting Hari Kedua-2 .....	31
Gambar 3.27-Proses Pengumpulan File-file Video dan Audio.....	33
Gambar 3.28-Proses Pengumpulan File.....	33
Gambar 3.29-Proses Editing Timeline Episode 1 .....	34
Gambar 3.30-Proses Color Grading Episode 1 .....	35
Gambar 3.31-Proses Editing Timeline Episode 2 .....	35
Gambar 3.32-Proses Color Grading Episode 2 .....	36
Gambar 3.33-Proses Editing Timeline Episode 3 .....	36
Gambar 3.34-Proses Color Grading Episode 3 .....	37
Gambar 3.35-Proses Pengumpulan Audio dari Epidemicsound.....	37
Gambar 3.36-Settingan Render Akhir.....	38