

SURAT KEPUTUSAN
DIREKTUR / KEPALA UKK PPM CEP - CCIT FAKULTAS TEKNIK UNIVERSITAS INDONESIA
NOMOR : 19 TAHUN 2025

TENTANG :
KURIKULUM CEP-CCIT FTUI TAHUN 2025
PROGRAM TEKNOLOGI INFORMASI (TI) DAN CREATIVE MULTIMEDIA (CM)

- Menimbang :**
1. Telah dilaksanakan kegiatan *workshop*, diskusi, dan evaluasi secara berkala untuk melakukan perbaikan terhadap kurikulum pembelajaran program profesional;
 2. CEP-CCIT FTUI perlu menetapkan kurikulum yang akan dipergunakan sebagai acuan penyelenggaraan pendidikan program profesional hingga peserta program lulus atau habis masa studi.
- Mengingat :**
1. Surat Keputusan Dekan Fakultas Teknik Universitas Indonesia Nomor: 653/D/SK/FTUI/X/2003 tanggal 1 Oktober 2003 perihal Pembentukan Pusat Komputasi dan Teknologi Informasi (Center for Computing & Information Technology) Fakultas Teknik Universitas Indonesia;
 2. Surat Keputusan Rektor Universitas Indonesia Nomor: 1369/ SK/R/UI/2009 tanggal 17 November 2009 perihal Penetapan Nama Unit Usaha di lingkungan Universitas Indonesia;
 3. Surat Keputusan Rektor Universitas Indonesia Nomor: 1020/SK/R/UI/2018 tanggal 27 April 2018 perihal Alih Bentuk *Continuing Education Program – Center for Computing and Information Technology* Fakultas Teknik Universitas Indonesia sebagai Unit Kerja Khusus Pelayanan dan Pengabdian Masyarakat Universitas Indonesia;
 4. Peraturan Rektor UI Nomor : 25 Tahun 2019 tentang UKK PPM Universitas Indonesia;
 5. Surat Keputusan Dekan Fakultas Teknik Universitas Indonesia Nomor: 265/D/SK/FTUI/II/2022 tanggal 7 Februari 2022 perihal Pengangkatan Kepala *Continuing Education Program – Center for Computing and Information Technology* Fakultas Teknik Universitas Indonesia.

MEMUTUSKAN :

- Menetapkan :** KURIKULUM CEP-CCIT FTUI TAHUN 2025 PROGRAM TEKNOLOGI INFORMASI (TI) DAN CREATIVE MULTIMEDIA (CM).
- KESATU :** Program Teknologi Informasi (TI) program ini 5 peminatan sebagai berikut:
- a. *Full Stack Developer* (FSD)
 - b. *Internet-based System Automation* (ISA)
 - c. *Cyber Security* (CS)
 - d. *Artificial Intelligence and Data Analytics* (AIDA)
 - e. *Digital Marketing* (DM)
- KEDUA :** Program *Creative Multimedia* (CM) program ini memiliki 2 peminatan yaitu *Multimedia Design* (MD) dan *Animation* (AN).

Surat Keputusan ini akan ditinjau dan diperbaiki kembali seperlunya, bila di kemudian hari terdapat kekeliruan dalam keputusan ini.



Ditetapkan di : Depok
Pada Tanggal : 20 Agustus 2025
Direktur (Kepala UKK PPM),

Prof. Dr. Muhammad Suryanegara. S.T., M.Sc., IPU
NIP 198105142012121001

G. Program Creative Multimedia *Animation* (CM AN)

Overview

Animation is a popular creative sector in the industry because it has various interesting opportunities for work. The use of animation is increasing, especially in the field of advertising. Even in 2019, BEKRAF compiled a grand strategic document for the development of the 2017–2019 animation sub-sector to expand exposure to animated content in various sectors in Indonesia.

The growth of the animation industry is expected to grow faster and bigger along with the accretion of the Indonesian animation industry's demand for animation products on Over-The-Top (OTT) channels such as Youtube, Instagram, Netflix, Viu, GoPlay, etc., which creates an ecosystem for the Indonesian animation industry. Now they don't just rely on television or cinema to distribute their animated works.

Exit Profile of AN Curriculum

After completing all modules, the students should be able to:

- Creating animation either 2D or 3D, advertising or short movie
- Coordinating planning schedule with right pipeline when making animation
- Understanding utilization animation in every project
- Integrate Artificial Intelligence (AI) tools such as chatbots and AI-based content generation to enhance ideation, communication, and efficiency in multimedia design projects.

Target Students

This course is designed for students who have an interest in art, especially animation and wish to work in the animation or arts industry.

Entry Profile

- Students at least have a good sense of art or designing or animating
- Students are already able to make short animations, be they 2D or 3D.
- Can apply animation techniques in the form of advertisements or short films.
- Students understand the 12 principles of animation and their application.

Semester 1

Modules	Credit	Exit Profile
Art & Design Fundamental	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none">• Apply information material related to basic design knowledge• Explain the basic knowledge of fine arts• Explain the basic understanding of design as part of the scope of fine arts <p>Apply knowledge of art history and design</p> <ul style="list-style-type: none">• Define the knowledge of Element of design with appropriate vocabulary through visual design• Present ideas and research verbally and visually according to the artworks and artifacts• Apply all new media and techniques of arts individually• Discuss through visual elements, principles, and components with studio practice by writing skills and art concepts

Photography	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Able to use the appropriate camera and lens. • take advantage of available light in photography. • Able to apply basic photography techniques to realize visual concepts in the form of photos. •Able to apply photographic compositions and techniques by utilizing elements and available light to create a series of visual messages.
Typography	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Demonstrate creative typographic artwork in new media. • Designing the successful layout with the knowledge of typography in digital media. • Present the purpose of graphic design by successfully combine type and visuals for efficient visual artworks.
Basic Drawing	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Teach eye and hand coordination • Learn the correct layout to create a finished drawing • Beware of the old master techniques • Develop your own sense of style • Create the correct shadowing to show mood enhancement • Successfully create your own landscape using objects indoors or outdoors • Use your own imagination to create a complete and successful drawing
Visual Communication	2	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Exploring information material relating to the basic knowledge of communication • Explain the basic knowledge of communication • Distinguish the components of communication • Apply basic knowledge of visual communication • Present the idea of visual communication, its context and effect in preparing for final group project • Display visual messages and pictures to communicate effective messages
2D Design	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Perceive how to use techniques and tools of Adobe Illustrator software. • Digitalize sketches in the vector software. • Draw simple and complex shapes as vector graphics. • Execute their own ideas in the vector software and manipulate with different effects. • Complete projects for printing process
Design Presentation	1	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Executing their own ideas based on the scenario created in the design work. • Understand how to use social media. • Able to expose design work to social media.
Total Credits	18	Output of Semester 1 : Junior 2D Designer and Concept Artist

Semester 2

Modules	Credit	Exit Profile
Animation Industry Introduction	2	<p>After completing this module, the students will be able to:</p> <ul style="list-style-type: none"> • Understanding historical of 2D and 3D animation • Know the names of animation companies, especially in Indonesia • Know the types of animation and differences • Understanding about 12 principle of animation • Understand pipeline of animation • Make pre-production animation project (idea, scriptwriting, make storyboard, and concept art) • Story telling their ideas • Make planning schedule for animation and according to the planning schedule
Pipeline Production	2	<p>After completing this module, the students will be able to:</p> <ul style="list-style-type: none"> • The overall structure and workflow of the multimedia production pipeline. • Pre-production fundamentals: brainstorming, scriptwriting, storyboarding, concept art, and animatics. • Production techniques: 2D animation, line art & coloring, and 3D modeling, texturing, rigging, skinning, layouting, and animating. • Post-production processes: compositing, editing, rendering, and branding. • The role of AI in multimedia: using chatbots for ideation and AI tools for content generation. • Develop pre-production outputs such as scripts, storyboards, concept art, and animatics. • Produce 2D animations and apply line art & coloring techniques. • Create 3D assets through modeling, texturing, rigging, and animating. • Apply compositing, editing, and rendering for final multimedia outputs. • Utilize AI chatbots for communication and ideation in the creative process. • Generate multimedia content using AI tools to support production efficiency and creativity.
Digital Drawing	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Digital drawing smoothly • Understand about types of body proportion • Drawing character with good proportion, cartoon style and animal or plant • Drawing characters of various ages (from infants, toddlers, children, adolescents, young adults, adults, and the elderly) • Drawing expressions the character properly • Drawing poses character • Drawing character with the detail attributes • Drawing background in detail
2D Animation	4	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Making 2D animation • Understanding 2D animation workflow • Applying 12 principle of animation in right place • Using animation software • finish animation project according to the planning schedule

Basic 3D Modeling & Texturing	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Understanding about Autodesk Maya workspace and other 3D application • Make 3D isometric • Make mechatron 3D • Make clean UV Mapping for texturing • Color and texturing their 3D mechatron
3D Layout and Animation	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • 3D Layouting according to the storyboard • Compositioning with good ratio between character and background • Using animation tools on Autodesk Maya • Resulting video playblast from their animation • Make simple 3D animation (walking, running, and make expression) • Make 3D pose animation
Animate Appreciation	1	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Expected to open minded for criticism and suggestions • Expected to accustomed to appearing in public • Expected to explain what they made • Expected to be proud of what they made
Total Credits	18	Output of Semester 2 : Junior Animator, 3D Junior Layout Artist

Semester 3		
Modules	Credit	Exit Profile
Advance 3D Modeling	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Made organic modelling like human • Make UV Mapping organic modelling
Motion Graphic	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • understanding After Effect workspace and tools • Made kinetic typography animation • Made animation line and shape according music beat • Made simple character animation in After effect • Made Public Service Advertising motion graphic animation
3D Compositing & Rendering	2	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • rendering 3D works using Vray or any technique • create rendering results that look close to real • compositioning 3D (lighting, camera and after effect) • using 3D effect on Autodesk Maya
Rigging & Skinning	3	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • made character rigging • skinning 3D modelling character • resulting a good character moving after rigging

Video Production	2	After completing this course, the student will be able to: <ul style="list-style-type: none"> • Editing the video with good transition • Grading the video till with the same tone • Do rotoscoping video • Give effects to video
3D Animating : Acting	3	After completing this course, the student will be able to: <ul style="list-style-type: none"> • Made advance 3D animation (parkeur action scene) • Made advance 3D animation (Fight scene) • resulting playbast from advance 3D animation • Made act animation from dialogue
Animate Appreciation II	1	After completing this course, the student will be able to: <ul style="list-style-type: none"> • more open minded for criticism and suggestions • more accustomed to appearing in public • explain what they made • proud of what they made
Total Credits	17	Output of Semester 3 : Junior 3D Modeller, Junior 3D Animator, Animator Motion Graphic, Junior 3D Rigging Artist

Semester 4		
Modules	Credit	Exit Profile
Production Management	2	After completing this course, the student will be able to: <ul style="list-style-type: none"> • understand function planning and production control in general and various types production process • coordinate work results according to planning schedule • planning the animation pipeline
Portfolio Preparation	2	After completing this course, the student will be able to: <ul style="list-style-type: none"> • grouping their work or portofolio according to technique • create a portfolio according to their field • arrange their work according to the job applied for
Creative Business	2	After completing this course, the student will be able to: <ul style="list-style-type: none"> • utilizing technology in the Creative Industries • have mindset to be creativepreneurship • be an creative independent worker/ Freelancer • understand how to work in the creative industry • find out about the broad opportunities in creative industry
Capstone Project	6	After completing this course, the student will be able to: <ul style="list-style-type: none"> • how does the animation industry work • know which industries need animation workers • compete to be the winner when participating in the competition • know how to talk to clients on a project

Integrity Design	2	<p>After completing this course, the student will be able to:</p> <ul style="list-style-type: none"> • Apply integrity, responsibility, and ethical considerations in creative design, multimedia, and animation projects • Produce innovative design and multimedia outputs that meet competition standards and industry expectations • Participate effectively in local or international creative competitions, showcasing problem-solving, creativity, and teamwork • Obtain recognized professional certifications in design, animation, or multimedia tools to strengthen career readiness • Conduct teaching, mentoring, or workshop activities to share knowledge and skills in creative disciplines • Combine technical proficiency, pedagogical practice, and professional certification to build a strong creative portfolio • Assess personal growth, performance in competitions, and teaching experience as part of continuous professional development
Total Credits	12	Output of Semester 4 : Animator and Designer