



Award-winning UTAR lecturer shares his anime expertise

"To produce a good animation, we have to observe the characteristics of artworks from other countries such as Japan and Europe. Although we cannot imitate them wholly, it is essential that the characters portray unique characteristics," said lecturer Aloysius Yapp from the Faculty of Creative Industries, Universiti Tunku Abdul Rahman (UTAR).

Yapp was sharing his research on 'A Study of Developing an Ethnic Visual Identity for Borneo 2D Animation' in a talk titled 'The Art of Panglima Bukit Sadok' held at his faculty at UTAR Petaling Jaya on 16 January 2013.

He added, "We can adopt those characteristics that we observed; however, we have to come out with our own creativity to produce our own unique protagonists with combination of our own research."

He said that there were four major parts to his research, the justification of research problem, theoretical framework, practise based research to produce a prototype design development, and final test and evaluation.

Yapp's research was based on a historical character Libau Kudi Benua aka Panglima Bukit Sadok (General of Mount Sadok), a Skrang landlord who became a main Iban leader resisting Rajah James Brooke from his fortress at Bukit Sadok during the War of Sungai Lang at Bukit Lanjak from 1842 to 1861. Together with Lanang, Libau defeated the Brooke army in 1842 and became the guardian of East Borneo, a position he held until his defeat in Brooke's third expedition in 1861.

The animation of Panglima Bukit Sadok earned Yapp the Asia Digital Arts Award at Fukuoka, Japan in 2004. It was picked for viewing in Venice Film Festival and Cannes Film Festival in 2005.

The gallery of the faculty, where the talk was held, were jam-packed with audience. Among them, from the faculty, were Dean Dr Carmen Nge Siew Mun, Deputy Dean (R&D and Postgraduate Programmes) David Tneh Cheng Eng, Deputy Dean (Academic Development and Undergraduate Programmes) Thinavan Periyayya, and Professor Dr William Ray Langenbach, chair professor of the Centre for Immersive Technology and Creativity.



Aloysius (standing) sharing his research experience to audience



Ideation of Panglima Bukit Sadok



Animation artworks of Panglima Bukit Sadok

