

## **Hybrid Animation: Implementation of Two-Dimensional (2D) Animation**

### Abstract

In the 21st century, much progress has been made following the industrial revolution 4.0. Therefore, the field of animation has also been injected into technological advances. The transmission of information is difficult to convey accurately and interactively to users. In providing users with more exposure and convenience in a more attractive and convenient way. Therefore, animation and motion capture are the best options for use today. As a result, the results of this project can have a huge impact on the animation industry in making video or animation more interesting in 2D animation.