

Cinta 'game', animasi dorong belia gilap bakat



KERJA KERAS DEMI ANIMASI: Didorong keinginan bergelar karyawan animasi dalam industri permainan komputer, Encik Muhammad Noor Hilman tidak hiraukan kajian dan kerja bertimbulan yang perlu dilakukan bagi menghasilkan kerja animasi yang realistik. – Foto-foto BH oleh HARYANI ISMAIL

ANIMASI di kaca televisyen dan permainan komputer menarik perhatian Encik Muhammad Noor Hilman Noordin sejak kecil lagi.

Namun, lebih daripada setakat ber-seronok sahaja dalam mengatur langkah strategik bagi permainan menduga minda itu, beliau amatir ciri-ciri fizikal dan pergerakan watak animasi berkenaan.

Itulah titik tolak di mana Encik Muhammad Noor Hilman, 21 tahun, menyedari animasi boleh dijadikan kemahiran 'cari makan'.

Beliau malah tidak berfikir dua kali bagi memilih kursus animasi di Institut Pendidikan Teknikal (ITE) Kolej Central, selepas tamat pengajian sekolah menengah.

Selanjutnya, beliau memburu segulung Diploma Animasi yang bakal diraihnya daripada Maktab Seni Lasalle tidak lama lagi.

Harapannya adalah menebarkan sayap ke luar negara bagi bekerja dengan syarikat pembangun permainan komputer dan video sehebat syarikat Riot Games di Amerika Syarikat.

Ketika ditemui *Gah!* di Lasalle baru-baru ini, anak bongsu dalam keluarga empat beradik itu teruja menceritakan tentang projek iklan animasinya.

Iklan itu memasarkan jam tangan penghenti masa yang dihasilkan secara santai. Ia menjadi pilihan sebab beliau tahu remaja sepertinya mengejar masa.

Kata Encik Muhammad Noor Hilman:

"Saya gemar menonton animasi di televisyen atau dalam permainan komputer. Butiran terperinci tentang

ciptaan sesuatu watak dan personalitinya akan saya amati satu-persatu. Animasi realistik biasanya mendukung jalan cerita dan mampu menyentuh perasaan penonton atau pemain 'game' berkenaan.

"Menyedari kekuatan dan kecenderungan saya adalah dalam bidang seni animasi ini, saya bahkan tidak teragak-agak memilih bidang ini seawal di peringkat ITE lagi."

Menurutnya, ITE memberi pendedahan meluas dalam menghasilkan karya eksperimental di samping peluang menjalani program bekerja sambil belajar di syarikat animasi tempatan.

"Di syarikat tersebut, saya ditugaskan menghasilkan model animasi kapal selam.

"Saya juga terdorong membaca kisah anak-anak watan Singapura yang menyalur bakat lakaran animasi mereka ke syarikat penerbitan filem Hollywood seperti Pixar Animation, Marvel Studios dan LucasArts.

"Rasanya, kegunaan animasi kian meluas bagi bermacam projek kreatif dalam aspek pendidikan, sosial dan hiburan di dalam dan luar Singapura," tambahnya lagi.

Mengamati perkembangan dunia permainan komputer, beliau teruja melihat pencapaian Riot Games yang berjaya dek kepopularan permainan *League of Legends*.

"Saya dapati perkembangan ini menarik kerana ada juga studio pembangun permainan yang jana bermacam permainan tetapi sambutannya hanya suami-suami kuku.

"*Riot Games* pula hebat. Mereka fokus pada *League of Legends* dan ia berhasil menarik minat ramai pengamat 'game' dari merata dunia," katanya yang ingin meneruskan pengajian ke peringkat ijazah di Lasalle selepas Perkhidmatan Negara (NS).

Masa lapangnya kini terisi dengan menghasilkan watak-watak imaginasi bagi permainan komputer.

Love of 'gaming' animation drives him to hone his talent

Animation on the television screen and in computer games have been major attractions to Muhammad Noor Hilman Noordin ever since he was little. Beyond merely enjoying the thrill of playing strategy in such mentally challenging games, he always made close observations of the physical features and movements of the animated characters.

Then came the turning point when Hilman, 21, realised that animation was a skill he could turn into a livelihood. In fact, he did not think twice about picking an animation course at the Institute of Technical Education (ITE) College Central upon graduating from secondary school.

Subsequently, he is now pursuing a Diploma in Animation from LASALLE College of the Arts, which he will be completing soon. He hopes to be able to spread his wings overseas to work in a computer game and video development company that can rival Riot Games in the United States of America.

When interviewed by Gah! at LASALLE recently, the youngest child in a family of four spoke excitedly about his animated advertising project for a stopwatch.

Hilman says, "I enjoy watching animation on television or in computer games. I will pay close attention to the details of each character, as well as their personality development. Realistic animation can usually carry the plot and is able to emotionally touch the viewer or game player. Realising my strengths and deep interest in the art of animation, I did not hesitate to pick this field as early as when I was in ITE."

According to him, ITE gave him exposure to producing experimental works, and also gave him the opportunity to work at a local animation company while studying.

"At that company, I was tasked to produce an animated model of a submarine. I was also driven to read up about local Singaporeans who have made it to Hollywood production companies like Pixar Animation, Marvel Studios and LucasArts. It seems that the use of animation is on the rise for creative projects in the education, social and entertainment industries within and outside Singapore," he added.

Reflecting on the global development of computer gaming, he is excited about the achievements of Riot Games, which has become popular due to the success of the game League of Legends.

“I find these developments interesting as there are other game development studios which are producing all kinds of games, but the response to their works is lukewarm. Riot Games is great. They focused on League of Legends and were able to draw the attention of many game observers from all over the world,” says Hilman, who intends to continue his studies up to the BA(Hons) level at LASALLE after completing his National Service commitments.

His leisure time is now filled with producing imaginative characters for computer games.