Abstract

The objective of this thesis is to analyze the current learning media of street skateboarding, build a new skateboarding learning media using computer graphic software with 3D technology. To help people to learn skateboarding through a street skateboarding theory simulation, more than one viewing angle for learning skateboarding tricks and slow motion feature to aid users.

The analysis of the current learning media and enthusiasts will be made by interviewing a pro skater and distribute questionnaire to all people both skaters and non skaters. From the questionnaires, pie charts will be used to explain the details of the current learning media and enthusiasts’ type. The results of the questionnaire will be used to create the street skateboarding theory simulation. The Waterfall method will be used to make a mock-up of the simulation so that the users could see and try out the simulation.

The result of this thesis is that this Street Skateboarding Theory Simulation will be created as a new learning media to help people, both skater and non skater, in learning skateboarding tricks and also to solve problems of learning skateboard through other media.

To conclude, this Street Skateboarding Theory Simulation is aimed to help people to learn street skateboarding.
Keywords: Skateboarding, Simulation, Computer graphic software, Waterfall method.
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# TABLE OF CONTENTS

COVER PAGE .......................................................................................................................... I

TITLE PAGE ............................................................................................................................II

CERTIFICATE OF APPROVAL ............................................................................................. III

STATEMENT OF BOARD OF EXAMINER ........................................................................ IV

ABSTRACT .............................................................................................................................. V

ACKNOWLEDGEMENT ........................................................................................................ VII

TABLE OF CONTENTS .......................................................................................................... IX

LIST OF FIGURES ................................................................................................................ XVII

CHAPTER 1 ............................................................................................................................. x

INTRODUCTION .....................................................................................................................

1.1 BACKGROUND ..............................................................................................................

1.2 SCOPE .............................................................................................................................

   1.2.1 Assumption ............................................................................................................

   1.2.2 Constraints ..........................................................................................................

1.3 AIMS AND BENEFITS ...............................................................................................

1.4 STRUCTURES ............................................................................................................... 

CHAPTER 2 .............................................................................................................................
THEORETICAL FOUNDATION

2.1 SKATEBOARDING

2.1.1 Skateboarding style

2.1.1.1 Street skateboarding

2.1.1.2 Vertical skateboarding

2.1.2 Skateboard parts

2.1.2.1 Deck

2.1.2.2 Grip Tape

2.1.2.3 Trucks

2.1.2.4 Wheels

2.1.2.5 Bearings

2.2 SIMULATION

2.2.1 Live Simulation

2.2.2 Virtual Simulation

2.2.3 Constructive Simulation

2.3 MODELING

2.3.1 Box Modeling

2.3.2 Character Sheet

2.3.3 Polygon Modeling / Component Modeling

2.3.4 Low-poly

2.4 TEXTURE MAPPING

2.5 CHARACTER RIGGING

2.5.1 Bones

2.5.2 Rigging
2.5.3 Skinning

2.6 Animation

2.7 Rendering

2.8 Computer Graphic

2.9 Computer Graphics Program

2.10 Waterfall Software Development Life Cycle Model

CHAPTER 3

PROBLEM ANALYSIS

3.1 Current Skateboarding Learning Media

3.2 Fundamental Research

3.3 Skateboarding Safety Equipment

3.4 Skateboarding Stances

3.5 Street Skateboarding Tricks

3.5.1 Pushing or Roll in

3.5.2 Braking

3.5.2.1 By foot

3.5.2.2 By board

3.5.3 Carving

3.5.4 Switch or Revert

3.5.5 Kickturns

3.5.6 Ollie

3.5.7 Manual
3.5.8  Nollie ................................................................. Error! Bookmark not defined.

3.5.9  Shove-it .............................................................. Error! Bookmark not defined.

3.5.10 Pop Shove-it ...................................................... Error! Bookmark not defined.

3.5.11 Kickflip ............................................................. Error! Bookmark not defined.

3.5.12 Heelflip ............................................................. Error! Bookmark not defined.

3.5.13 Noseslide ........................................................... Error! Bookmark not defined.

3.5.14 50-50 Grind ....................................................... Error! Bookmark not defined.

3.5.15 5-0 Grind ........................................................... Error! Bookmark not defined.

3.5.16 Boardslide .......................................................... Error! Bookmark not defined.

3.6  TARGET USER ....................................................... Error! Bookmark not defined.

3.7  CAMERA ANGLE .................................................... Error! Bookmark not defined.

3.8  THE CONSIDERED TOOLS TO BE USED ................. Error! Bookmark not defined.

3.7.1 3ds max ............................................................ Error! Bookmark not defined.

3.7.2 Maya ................................................................. Error! Bookmark not defined.

3.7.3 LightWave .......................................................... Error! Bookmark not defined.

3.9  TEXTURE MAPPING ............................................. Error! Bookmark not defined.

3.8.1 Bump Mapping .................................................... Error! Bookmark not defined.

3.8.2 Normal Mapping .................................................. Error! Bookmark not defined.

3.8.3 UVW Mapping and Unwrap UVW ......................... Error! Bookmark not defined.

CHAPTER 4 ..................................................................... Error! Bookmark not defined.

SOLUTION DESIGN ....................................................... Error! Bookmark not defined.

4.1 CHARACTER MODELING ........................................ Error! Bookmark not defined.

4.1.1 Modeling the Body .............................................. Error! Bookmark not defined.
4.1.2 Modeling the Arms and Hands...................................... Error! Bookmark not defined.
4.1.3 Modeling the Legs and Feet...................................... Error! Bookmark not defined.
4.1.4 Modeling Head....................................................... Error! Bookmark not defined.
4.2 CHARACTER TEXTURE MAPPING.................................. Error! Bookmark not defined.
4.2.1 Head Texture Mapping ............................................. Error! Bookmark not defined.
4.2.2 Body Texture Mapping............................................. Error! Bookmark not defined.
4.2.3 Multi/Sub-Object Material......................................... Error! Bookmark not defined.
4.3 CHARACTER RIGGING............................................... Error! Bookmark not defined.
4.4 ENVIRONMENT MODELING AND TEXTURE MAPPING. Error! Bookmark not defined.
4.4.1 Skateboard ................................................................ Error! Bookmark not defined.
4.4.1.1 Deck........................................................................ Error! Bookmark not defined.
4.4.1.2 Trucks..................................................................... Error! Bookmark not defined.
4.4.1.2.1 The hanger ......................................................... Error! Bookmark not defined.
4.4.1.2.2 The axle............................................................... Error! Bookmark not defined.
4.4.1.2.3 The base plate...................................................... Error! Bookmark not defined.
4.4.1.2.4 The kingpin ......................................................... Error! Bookmark not defined.
4.4.1.2.5 The bushings ...................................................... Error! Bookmark not defined.
4.4.1.3 Bearings .................................................................. Error! Bookmark not defined.
4.4.1.4 Wheels.................................................................... Error! Bookmark not defined.
4.4.2 Ground........................................................................ Error! Bookmark not defined.
4.4.3 Fountain..................................................................... Error! Bookmark not defined.
4.4.4 Rails............................................................................ Error! Bookmark not defined.
4.4.5 Traffic Cone................................................................. Error! Bookmark not defined.
4.5 CYCLIC ANIMATION.................................................... Error! Bookmark not defined.
4.6 ANIMATION................................................................. Error! Bookmark not defined.
4.6.1 Manual trick animation.................................................. Error! Bookmark not defined.
4.6.2 Nollie trick animation .................................................. Error! Bookmark not defined.
4.6.3 Shove it trick animation ................................................ Error! Bookmark not defined.
4.6.4 Pop shove it trick animation .......................................... Error! Bookmark not defined.
4.6.5 Heel flip trick animation ............................................. Error! Bookmark not defined.
4.6.6 Nose slides trick animation ........................................ Error! Bookmark not defined.
4.6.7 50-50 grind trick animation ...................................... Error! Bookmark not defined.
4.6.8 5-0 grind trick animation .......................................... Error! Bookmark not defined.
4.6.9 Board slide trick animation....................................... Error! Bookmark not defined.

4.7 RENDERING.................................................................. Error! Bookmark not defined.
4.7.1 Lighting ................................................................... Error! Bookmark not defined.
4.7.2 Camera...................................................................... Error! Bookmark not defined.

4.8 SOUND........................................................................ Error! Bookmark not defined.

4.9 FINAL DELIVERY....................................................... Error! Bookmark not defined.

CHAPTER 5 ...................................................................... Error! Bookmark not defined.

TESTING AND IMPLEMENTATION........ Error! Bookmark not defined.

5.1 TESTING METHOD...................................................... Error! Bookmark not defined.
5.2 ALPHA TESTING ........................................................ Error! Bookmark not defined.
5.3 BETA TESTING .......................................................... Error! Bookmark not defined.
5.4 TESTING RESULT....................................................... Error! Bookmark not defined.
5.4.1 Question 11 ............................................................... Error! Bookmark not defined.
5.4.2 Question 12 ............................................................... Error! Bookmark not defined.
5.4.3 Question 15 ............................................................... Error! Bookmark not defined.
PRE-DEVELOPMENT QUESTIONNAIRES

APPENDIX B

AFTER-DEVELOPMENT QUESTIONNAIRES

APPENDIX C

PRE-DEVELOPMENT QUESTIONNAIRES RESULTS

APPENDIX D

AFTER-DEVELOPMENT QUESTIONNAIRES RESULTS
LIST OF FIGURES

Figure 1 Street skateboarding [3]............................ Error! Bookmark not defined.

Figure 2 Vertical skateboarding [4]. ......................... Error! Bookmark not defined.

Figure 3 Skateboard parts [5]................................. Error! Bookmark not defined.

Figure 4 Skateboard deck [6]................................ Error! Bookmark not defined.

Figure 5 Grip tape [7]. ......................................... Error! Bookmark not defined.

Figure 6 Skateboard trucks [6]............................... Error! Bookmark not defined.

Figure 7 Elements of skateboard trucks [8]. ............... Error! Bookmark not defined.

Figure 8 Skateboard wheel [6]............................... Error! Bookmark not defined.

Figure 9 Skateboard bearings [9]............................ Error! Bookmark not defined.

Figure 10 Skateboard bearings elements [10].............. Error! Bookmark not defined.

Figure 11 A vertex, face, polygon, and an edge [12]..... Error! Bookmark not defined.

Figure 12 An example of a character sheet [13].......... Error! Bookmark not defined.

Figure 13 An example of polygon modeling [14]. ...... Error! Bookmark not defined.

Figure 14 An example of low-poly model [12]. .......... Error! Bookmark not defined.

Figure 15 An example of character rigging [12]......... Error! Bookmark not defined.
Figure 16 An example of bones [12].

Figure 17 An example of a character completely skinned [12].

Figure 18 An example of character animation [12].

Figure 19 The track view windows in 3ds Max [12].

Figure 20 The classic waterfall development model [16].

Figure 21 Pie chart for “How do you learn skateboarding?”

Figure 22 The Skateboarding Safety Equipment [18].

Figure 23 The Skateboarding Stances [19].

Figure 24 Pushing or roll in. (Skater: Stanley Ariyanto).

Figure 25 Braking by foot. (Skater: Krisna Aditya)

Figure 26 Braking by board. (Skater: Krisna Aditya)

Figure 27 Carving. (Skater: Stanley Ariyanto)

Figure 28 Switch or revert. (Skater: Krisna Aditya)

Figure 29 Kickturns. (Skater: Stanley Ariyanto)
Figure 30 Ollie. (Skater: Krisna Aditya)................. Error! Bookmark not defined.

Figure 31 Manual. (Skater: Stanley Ariyanto)........... Error! Bookmark not defined.

Figure 32 Nollie. (Skater: Stanley Ariyanto)............. Error! Bookmark not defined.

Figure 33 Shove-it. (Skater: Krisna Aditya)............... Error! Bookmark not defined.

Figure 34 Pop Shove-it. (Skater: Krisna Aditya)......... Error! Bookmark not defined.

Figure 35 Skateboard parts. (Skater: Krisna Aditya)..... Error! Bookmark not defined.

Figure 36 Heelflip. (Skater: Hajime Nakano)............. Error! Bookmark not defined.

Figure 37 Noseslide. (Skater: Krisna Aditya)............ Error! Bookmark not defined.

Figure 38 50-50 grind. (Skater: Stanley Ariyanto)....... Error! Bookmark not defined.

Figure 39 5-0 grind. (Skater: Stanley Ariyanto)......... Error! Bookmark not defined.

Figure 40 Boardslide. (Skater: Stanley Ariyanto)....... Error! Bookmark not defined.

Figure 41 Pie chart for “How can you categorize yourself as a skater?”............... Error! Bookmark not defined.

Figure 42 Pie chart for “What is the best character view for learning a trick in skateboarding from a simulation video?” .................... Error! Bookmark not defined.

Figure 43a A sphere without bump map applied [20]. .... Error! Bookmark not defined.
Figure 43b A sphere with bump map applied which gives the appearance of a bumpy texture resembling that of an orange [21].

Figure 44 Simple steps in applying UVW mapping to the model [22].

Figure 45 An image on how the model will be roughly [23].

Figure 46 Rough body shape from front, side, and perspective view...

Figure 47 Complete modeling for body along with t-shirt.

Figure 48 Complete modeling for body along with t-shirt and hands.

Figure 49 Complete modeling for body along with t-shirt, hands, and legs.

Figure 50a The final shoe modeling.

Figure 50b Complete modeling for body along with clothes and shoes on.

Figure 51 An edge loop to make the eye socket.
Figure 52 Complete head modeling............................. Error! Bookmark not defined.

Figure 53 The edit UVW’s from head model................. Error! Bookmark not defined.

Figure 54 The complete UVW texture map for the head model..... Error! Bookmark not defined.

Figure 55 The edit UVW’s from the body and shoes model. ........ Error! Bookmark not defined.

Figure 56 The complete UVW texture map for the body. Error! Bookmark not defined.

Figure 57 The complete bump map for the body.............. Error! Bookmark not defined.

Figure 58 Multi/Sub-Object Window with 2 id set number. ........ Error! Bookmark not defined.

Figure 59 The complete textured character modeling. .... Error! Bookmark not defined.

Figure 60 The biped character model. ......................... Error! Bookmark not defined.

Figure 61 The character model mesh after applying physique...... Error! Bookmark not defined.

Figure 62 The envelope for the left thigh. ..................... Error! Bookmark not defined.

Figure 63 The envelope for the head. ......................... Error! Bookmark not defined.

Figure 64 The skateboard model................................. Error! Bookmark not defined.
Figure 65 The deck model. ..............................................
Figure 66 The texture for the deck...................................
Figure 67 The textured deck. ...........................................
Figure 68 The hanger model. ...........................................
Figure 69 Hanger’s texture. .............................................
Figure 70 The textured hanger........................................
Figure 71 The axle model. ...............................................
Figure 72 The textured axle............................................
Figure 73 The base plate model. ......................................
Figure 74 The textured base plate model..........................
Figure 75 The textured kingpin and kingpin nut model.  
Figure 76 The textured bushing model.  
Figure 77 The bearings elements models.................
Figure 78 The textured bearings.  
Figure 79 The rectangle forms into a wheel. .................
Figure 80 The wheel model. ............................................
Figure 81 The textured wheel model. ............................. Error! Bookmark not defined.

Figure 82 The rendered street model. ............................. Error! Bookmark not defined.

Figure 83 The road texture and pavement texture. (left to right).... Error! Bookmark not defined.

Figure 84 The rendered flooring covered ground model. Error! Bookmark not defined.

Figure 85a The center fountain model. ............................. Error! Bookmark not defined.

Figure 85b The pool model.............................................. Error! Bookmark not defined.

Figure 86 The rendered complete fountain model........... Error! Bookmark not defined.

Figure 87 The rendered rail model................................... Error! Bookmark not defined.

Figure 88 The traffic cone model..................................... Error! Bookmark not defined.

Figure 89 The textured traffic cone model....................... Error! Bookmark not defined.

Figure 90 Typical foot action [24]. ................................. Error! Bookmark not defined.

Figure 91 Wrongly skinned for the thigh biped object. ... Error! Bookmark not defined.

Figure 92 Some skater respondents. ................................. Error! Bookmark not defined.

Figure 93 Pie chart for “Quality of still pictures”............. Error! Bookmark not defined.

Figure 94 Pie chart for “Quality of animations” ............. Error! Bookmark not defined.

Figure 95 Pie chart for “Do the video angles useful?”... Error! Bookmark not defined.
Figure 96 Pie chart for “Does the slow motion feature useful?” .... **Error! Bookmark not defined.**

Figure 97 Pie chart for “Can you observer the tricks movement clearly?” .......... **Error! Bookmark not defined.**

Figure 98 Pie chart for “Do you skate or have you?” ...... **Error! Bookmark not defined.**

Figure 99 Pie chart for “Do you think that you (or skaters) can learn skateboarding using this simulation?” ......................... **Error! Bookmark not defined.**

Figure 100 Pie chart for “Do you think this simulation s more helpful for you to learn skateboarding rather than watching skate videos?” .... **Error! Bookmark not defined.**