

## **ABSTRACT**

Ramdani, Siti Febrian. 2017. *Environment Design in 2D Short Animation 'Mari Ngangkot'.* Final Project. Visual Communication Design. School of Creative Industries. Telkom University.

*Environment is one of element to making 2D animation movie, environment forming a world that a character will live, act, and interact with other elements. Environment design for this 2D animation aim to create an appealing environment so viewers interested to watch 2D Short Animation about the Track of Angkot in Bandung for Newcomer Collage Student of Telkom University. This environment is one of important element for animation especially for 2D animation movies. Especially for viewers to know where is the location of short movie that created, and for knowing how the right visual to create a real situation of Bandung City. Data collection methods used in this design is to use techniques of directly observation to the area who create for a character will interact with in animation. And then used research methods of interviews, questioner, document, and literature study, for accumulate all of the Data that be required. So until get interpretation about shape, texture, and comprehension about foreground, middleground, and background. That's to used for base of create environment concept and to create background for this 2D 'Mari Ngangkot'. The conclusion of environment design with semi-realist style for 2D animation movie about the track of angkot in Bandung is atmosphere mood and characteristic of place on environment created is most important. So that a message that want to be avowed will conveyed properly.*

*Keyword : Angkot, Environment*