

ABSTRACT

Indonesian people are too often presented other countries folklore, reducing the existence of Indonesian folklore itself. One of Indonesian historical folklore is the story of “Pangeran Sambernyawa”. Therefore, by utilizing the current technological advantage, the history of “Pangeran Sambernyawa” can be developed through Animation. Character design is an important element in a Animation because according to Hegpeth, character design is a term that includes the design process of all characters involved in a movie, animation and games. Therefore the designer chooses the character design as a result of this design. In addition to reintroduce this story, the purpose of design is also to instill the value of abstinence to adolescents aged 12-15 years. The design method used is data collection (interview, observation, quitioner and literature study), then data analysis by qualitative method with structural approach and by using adaptation theory. From this design, it can be concluded that Character Design can help reintroduce the story of “Pangeran Sambernyawa” and inculcate the value of abstinence to the teenagers.

Keywords : Pangeran Sambernyawa, Adaptation, Character Design