

ABSTRACT

Bandung have interesting historic building such as Boscha, Isola's Villa, Merdeka Building, Landmark, and Radio Malabar which is have a very close with colonial period. Radio Malabar's exact location not well known especially for teenagers, therefore the writers make character design based on script about this phenomenon. The method that being use is qualitative method such as observation, literature, and interview. Theory that being used is character design especially three dimensional character from it's physic, social, and pyscholgy which is supported with theory about style, personality, proportion, expression and gesture, connection between personality and color, and costum. The character will try to potray the trait and it's physical from the script to it's visual. Designer makes Fadhil and Naila design to portray Sundanese and Boombeck design portray the Netherlands for short 2D animation movie Radio Malabar. The results from character design, designer can conclude that using Gravity Falls's style to adjust with the audience but still maintain the trait and physical from Sundanese and Netherlands and designer hopes the audience will know the exact place of Radio Malabar after watching.

Keywords: Radio Malabar, *character design, short 2D animation.*