ABSTRACT

The design of 2D environment here serves as a supporter for animation 'Kalut' background of broken home family life in the city of Bandung. The phenomenon of the increasing number of broken families occur due to several factors one of which is the economic factor. Broken home is not necessarily a bad thing but it could be a solution if one party separates with the other properly. The purpose of this design is to describe the background, atmosphere, and time that refers to the city of Bandung as its location. It is expected that this design can represent the city of Bandung in particular the selected region. The author uses data collection methods, analysis, and visualized using several 2D animation theory and 2D environment.

Keywords*: Animation 2D, Broken Home, Environment, Bandung City.*