

## **ABSTRACT**

### ***ANIMATE CHARACTER OF “PARKOUR BANDUNG” TO INTRODUCING PARKOUR TECHNIQUE FOR JUVENILE***

*Parkour is a quite extreme sport however it has a lot of benefits for physical health and skill for ourselves. Through movements that can be done, it can hone our skill in term of physics and cognitive, as if basic parkour technique like Landing, Rolling, Precision, Climb Up , Balance, Vault and also a quite difficult parkour technique such as Flip and Tictac. So in this research I would like to make an animated 2D short movie from this extreme sport. The development of parkour animations will use a qualitative method which looking for descriptive data, proposing questions and procedures, collecting a specific data from participants. The generated data will be used to support the development process of animated character into Parkour techniques with 12 animations principles as theoretical basis of animation movement. The goal of this development is to introduce 6 basic Parkour techniques and produce an animated movements which corresponding with Parkour techniques.*

*Keywords: Parkour Benefits, Parkour Technique, Methods.*