

ABSTRACT

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Puppet art is a traditional performing art that has long been developing in Indonesia especially on Java and Bali. Puppets consist of various types, one example is the Golek puppet. In the Golek puppet show, the plays that were raised were mostly from stories in the Mahabarata and Ramayana books originating from India. But there are also original figures from Indonesia who cannot be found in the Indian version of the Mahabarata and Ramayana, namely the figures of Anterja, Jakatawang and Wisanggeni in the Sundanese Golek Puppet. The existence of these three figures is not well known by teenagers, especially teenagers in the city of Bandung because of a lack of appreciation for puppet shows and still at least 3D animated films that raise stories about these three figures even though these three figures have moral values that can be a reflection of human life. The storyboard design in the 3D animated film about the character Anterja, Jakatawang and Wisanggeni is based on research that uses qualitative methods and adaptation theories with the aim of increasing the appreciation of today's adolescents on puppets by introducing them through 3D animated film media.

Keywords: Storyboard, Adaptation, Puppet Figure, 3D Animation Film