

ABSTRACT

Gozali, Adytia Nugraha. 2019. *ancangan Design of Hanoman 2D Animation Character Based on Hanuman's Noble Soulful Adaptation Book*

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Hanoman is a knight who has extraordinary strength. Even though he has a form like an ape, he has a kind and helpful nature. Hanoman is one of the heroes in the puppet world. Wayang figures began to shift away from the rampant technology and outside culture, especially among children. Many children know more about hero characters from other countries such as Superman or Batman. Therefore, it is necessary to make information media that is packaged in the form of 2D animated characters. by introducing Hanoman in an interesting way for children aged 6-12 years. By making Hanoman character designs that can attract children's interest and cultivate children's imagination, it will be easier to introduce Indonesian hero stories.

Keywords: Hanoman, Animated Character, Art, Puppet, Social