# ABSTRACT

Animation in today's era has grown rapidly. We can see where many cartoons and animations are used. The purpose of its use is also various kinds, some are just entertainment or some are used for education and educating the public.

AR or what we call Augmented Reality also starts to get a place in society. Starting from the development of VR or Virtual Reality, then AR appeared. In this animation design, we try to use and apply AR into our animation using the Single Marker Detection method. Animation used is 2D animation using animated software that has been widely available such as Macromedia Flash. While for the AR itself, Single Marker is used because it is easier to read the storyline with different markers. The application for making AR and Markers uses applications that are already available on the Internet.

Keywords: 2D Animated Film, Augmented Realiy , Single Marker.