

## ABSTRACT

*Nowadays, Animation have been developed so fast. There have been many animation developed in every media. Not only that, the Objective are also different from each other, there are animations that used only for entertainment purpose or for education and give information to people.*

*AR or what known as Augmented Reality, right now already have a place in our society. Starting from the development of VR or what we called Virtual Reality, and then AR comes up. In designing this animation, we try to apply Location-Based AR into the animation, which using GPS to detect the location where the animation can be played. The animation that's designed in this project is a 2D animation.*

**Keyword:** *Global Positioning System (GPS), 2D Animation, Location-Based, Augmented Reality*