

## ABSTRACT

**Arabella Namarina.** 2019. Process of Character Design in Short Animation 2D Movie “*The 5th Log*”. Final Project. Visual Communication Design Department. School of Creative Industries. Telkom University.

Generally, character of each individual firstly formed from a family. An individual is naturally born from both parents, a member of the family, raised within parents’ experience based on their background. Either directly or indirectly, children were taught how to speak – verbally or non-verbally, how to understand environment, behave, determine morals and basic education, until they grow and are capable to automatically decide their own decisions once independence grows within them, usually occurring when they reach adolescence. However, often in a relationship between children and parents, the rule “respect your parents” is misinterpreted as the children must follow all parents’ commands, unfree to argue when situation they experienced is far beyond from parents’ experience. Therefore, children are often unaware that they have been pressured, and everything they do is inadequate to satisfy their parents. This becomes a problem in children growing up development. Psychologically they will feel insecure to express whatever they think, turns off their creative minds and eventually will only become an ordinary person in the midst of great people. In this case, author will design a character of children who live in an environment of excessive authoritarian parenting that will be used for 2D animated short films. Author will design teenage character whom has high creative minds, but this personality is constrained by her parents whom refuses creative field so she tends to save her aggressiveness by force.

Keywords: authoritarian, children, parents, family, abusive, psychological, unconsciousness, 2D animation.