

## **ABSTRACT**

**Anandagi, Bagas.** 2019. *Character Creation for Animation 3D movie “ Sons of Pandawa”*. Final Project. Visual Communication Design Department. Faculty of Creative Industries. Telkom University.

*Wayang has now changed its function into an entertainment media. But even though it is used as an entertainment, Indonesian people, especially for teenagers and children are not too interested or known because of the advances in technology in the present day and also the cultures from the other country to easily entering Indonesia through entertainment media, one of them is animation. So that they are more interested and known with the cultures from the other country, especially for superhero fictional characters. While the superhero fictional characters in Indonesia are no less great than the other fiction characters from the other country. Especially for fictional characters from Wayang Golek Sunda in Wayang stories, such as Anterja, Jakatawang and Wisanggeni. The purpose of this study is for teenagers and children to recognize local fictional characters, especially in Wayang Golek Sunda consisting of Anterja, Jakatawang, and Wisanggeni through 3D animation media, and also how to design characters that match the characteristics of the Wayang Golek Sunda so that it is easy to be recognized. In this study also involved a puppeteer or Dalang in West Java so that the results of the characters that have been made are not far from the standard. The research method for finding data in this study uses qualitative, with observation techniques, interviews, and literature studies. The results of the data collection have various versions of the three Wayang characters because each puppeteer or Dalang have a many stories version and therefore the results are concluded into one to fit the story that has been made. So when making characters who take characters from wayang stories, they must collaborate or discuss with experts or Dalang so that they do not go far from the standard so that they are still identified according to the characters in the puppet.*

**Keywords:** *Wayang, Animation 3D. Character design, Pandawa, Culture, Wayang Golek, Wayang Kulit, Character 3D model*