

ABSTRACT

DESIGNING CHARACTER FOR 2D ANIMATION TO INTRODUCES IKAN DEWA MYTH FROM KUNINGAN JAWA BARAT

This design of character uplift a phenomenon about the myth of the God Fish. Local resident believe it as Ikan Dewa, until now they still believe the myth of Ikan Dewa, because local residents made Ikan Dewa a sacred creature wich Ikan Dewa was a human, a soldier of Prabu Siliwangi that was cursed because of their rebellious actions. Designer intend to introduces, to target audiences about the existence of Ikan Dewa along with its myth, according to data that has been collected.

Designer use data collection methods, analysis and visualize the creation based on theories that have been attached. On the making of Ikan Dewa character concept, designer make a fusion or a merge of a two different form of human body and a fish body, or like we all used to call this creature a merman.

After designer collected all data with observation, interview, questionnaire, study literature and analisys have been completed, so the process of designing can be started according to the steps and related theories. This design character of Ikan Dewa is expected to deliver the message appropriately, like the first purpose was made. Designer hopes that this character design for 2D animation can be accepted by other people outside Kuningan City also can be a culture or asset that can be spread on industrial field for Kuningan City sakes.

Keyword: Design Character, Kuningan City, The God Fish Myth, Cursed Soldier, Merman.