

## **ABSTRACT**

### **CHARACTER DESIGN OF RADEN BAYUPUTRA BASED ON ADAPTATION FROM NOVEL RADEN PAMANAH RASA FOR 2D ANIMATION**

*Design with the title "Character Design of Raden Bayuputra Based on Adaptation from Novel Raden Pamanah Rasa for 2D Animation", has the formulation problem of how to create a character through an adaptation of a novel that can introduce the character Prabu Siliwangi to teenagers. The goal is that teenagers in Bandung can find out more about the character Prabu Siliwangi through making characters from the adaptation of the novel and they can know how the process of character design that can represent value of Sundanese culture.*

*This design uses two methods, namely the method of data collection consisting of observation, interviews, and literature study. Then there is data analysis method used to analyze information about the object to be examined. The theoretical basis use the theory relating to the design object. The source of data is used for material and reference in making characters design.*

*From the design that has been done, it can be concluded that in making a character from a novel adaptation is to divide each character in the novel into several categories accompanied by characteristics and elements related to the character. To introduce the character Prabu Siliwangi, in the design process, the character uses elements associated with objects, then combines them with Sundanese cultural elements and fantasy elements that will look more attractive to teenagers.*

*Keywords: Character Design, Novel Raden Pamanah Rasa, Prabu Siliwangi, Sundanese Culture.*