

ABSTRACT

Batik is one of the works of art originating from Indonesia. batik is classified into 2 types, namely classical batik and peranakan batik. Classic batik is batik that still uses motifs from the past and only uses 3 colors, namely dark blue, brown, and black. Classic batik only comes from 2 places, namely Jogjakarta and Solo. While batik peranakans are spread throughout Indonesia with a variety of motifs and colors.

Classical batik itself has a variety of interesting motifs. But behind some of these motifs have their own meaning. Some batik in the past was even prohibited from being used by some people according to their social status. But now batik can be freely used by anyone without the need to think about their social status. Because of this, many people do not know the meaning behind wearing batik.

In this report I aim to design a short animated film with the theme of batik philosophy to convey that there are actually many interesting meanings in the batik they wear.

Data collection in this report uses data observations with the help of interview data and literature studies. I am working on animatic characters in this animation using animational theories like 12 principles of gesture and character. Based on this theory and the existing data I designed a 2D animated film entitled "Rani dan Dunia Batik"

This animation is expected to give new insights to the community, especially children about the meaning of some of the batik in this animated film and have the desire to learn about the meaning of other batik.