

## ABSTRACT

**Irfan Hafid Alfiansyah.** 2019. *Character Design for 2D Animation Djoeang*

*The Story of The Battle of Jalan Lengkong Bandung.*

*History is a part of our lives, history helps us to learn from mistakes that occurred in the past. But it is unfortunate that not all history is recorded in history books and not all history is learned at school. Teenagers today are less interested in reading or studying history. Quite a lot of history in the city of Bandung which began to be forgotten because of ignorance of the historical story. One of the historical stories that began to be forgotten is the story of the great battles that took place along Lengkong Street Bandung between allies and Indonesian fighters. The event was one of the triggers of the Indonesian independence movement in the city of Bandung, where the struggle culminated in the Bandung Sea of Fire incident. At least the media that records and carries historical stories is one reason the historical stories in Bandung begin to be forgotten. Therefore we need a media of information that can bring and tell the history that happened in the city of Bandung. The design of animated 2 dimensional characters aims to bring and tell historical stories in the city of Bandung, especially in the story of the battle on Lengkong Street. The design method that is carried out in stages includes collecting data, then analyzing the data obtained so that it can get an idea of the events and conditions at the time of Bandung in the colonial period to post-independence Indonesia. From the results of the analysis obtained, it will later become a reference in this 2-dimensional character setting. So, the target audience will feel as if the character is indeed living in the colonial period until the time after the Indonesian independence struggle.*

*Keywords: History, Bandung, Jalan Lengkong, Youth, Independence, Struggle, Character, 2D Animation*