

ABSTRACT

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Ondel-ondel is a typical Betawi art that is well known by the society. This large and tall sized doll previously used to be a sacred object for rejected any bad luck and it becomes as a tradition for the society in the past. As well as the development of the present era, ondel-ondel has turned into art and folk entertainment. Thus, ondel-ondel is much to be seen being used as an object for begging on the streets. Moreover, this awareness for the ondel-ondel arts and culture has decreased among young people as well as the lack of media knowledge that discussed about this issue. Along with this phenomenon that phenomenon that happened, making the author's reference to design the script and storyboard that later will become a 2D Animation film with the title of "A Tale Of Ondel-Ondel from Betawi", that wiill soon hoping it could be a place for information about the history of Ondel-ondel and can increase the awareness towards this typical Betawi art and culture. This design uses qualitative methods consisting of observations, interviews, questionnaires and literature to get the basic concept. With the script based from the Ondel-ondel's history of sacred tradition. While the storyboard design by visualizing the script that had previously been designed

Keyword : Betawi, Ondel-Ondel, Animation, Script, Storyboard