ABSTRACT

The process of learning Sundanese script currently exists in formal education, especially in West Java. In general, students get Sundanese script learning materials with conventional learning methods, not using existing technology. To facilitate the learning process, it requires the use of existing technologies such as Augmented Reality (AR) technology. In applications that use AR technology, there are several features that can be applied, one of which is animation that makes it easier for students to understand the material on how to write Sundanese script. Making animation for Sundanese script writing uses the Pipeline method which uses three processing processes, pre-production, production, and post-production. There are 53 animations of how to write Sundanese characters with details of 23 ngalagena animations, 10 rarangken animations, 10 number animations, and seven swara animations. All animations have been tested for functionality and run well, and their feasibility is tested using the Likert scale method and are included in the feasible category.

Keywords: Sundanese script, augmented reality (AR), animation, pipeline