

ABSTRACT

Homesickness is a situation where one is longing to be a nearby figure as well as the environment in which he resides. At adolescence there are rarely many teenagers who do overseas because they want to find themselves or continue their studies in a certain city. Therefore, it is not uncommon for young nomads to experience homesickness because they do not have the time to meet the family or the thing he missed for a fairly long time. The impact of Homesickness can usually lead to depressed and depressive causes of depression. The purpose of this design is to convey information about Homesickness that occurs in most overseas students, Including the process of homesick, impact caused, and influence on student life, and to design a character Design of a short 2D animation that themed Homesick that could present information of a homesickness phenomenon among the overseas students. The methods used are ethnography, observation, interviews, Kuesioneir and Library Studies. The Media created is animated. The benefits of planning can Homesickness influence on the lives of the overseas students, and can know the planning of Character design on homesickness in a short-lived 2D animated theme of a homesick.

Key Word : Homesick, Teenager, 2D Animation