

ABSTACT

The making of this report aims as a guideline in designing the environment of the Sumedang Grand Forest Park of Gunung Kunci for Hong animation. The formulation of the problem how to design the environment in accordance with Grand Forest Park of Gunung Kunci. The purpose of this design is to provide knowledge to children through animation with supporting environment that in the game of using sumput there is a virtue in it

The design of the environment is based on observations from Sumedang Grand Forest Park of Gunung Kunci.. And collecting data on interviews with local residents about forests and traditional games on the basis of environmental theory.

The results of the design and research show that there are several trees that have a story behind it. Rengas tree is one of the trees that has an interesting story behind it. Forests also have mystical things in them that must be obeyed. This becomes additional data for environmental design materials.

Keywords: Environment, Grand Forest Park, Forest, Trees, Traditional Games