

## ABSTRACT

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Indonesia has approximately 200 million residents who fill every corner of the region, for example many residents choose the seaside area to be their place to live and because the area that they chose is the seaside, no wonder the residents there also have a profession as fishermen. To be able to survive in their chosen environment, they must adapt to the conditions of their residence that they live in. So in each region, the residents who occupy an area have certain characteristics. Prominent characteristics of residents who live in the seaside starting from the characteristics of skin color, hair color, the shape of the eye, nose shape, how they dress up and etc. From the characteristics possessed by every citizen who occupies this particular area, it can be used as general knowledge which is packaged into 2D character design. To make character design based on fisherman and children who live in seaside, research data must be done first, starts from interview, observation and literature studies which will be processed data obtained later. Character design can be used as a learning medium for knowledge recognition of each characteristic possessed by fisherman and children who occupie a particular area into 2D animation.

**Keywords:** Fisherman, Children, Seadise Environment , Character Design, 2D Animation