

ABSTRACT

At the beginning of the new year 2020, there was a big flood in the Jabodetabek area. When there was a flood, many cars and motorbikes were also submerged in water and not a few people forced their cars or motorbikes to drive through floods on roads with water levels that exceeded the engine seat. This is very risky to make the vehicle submerged in water so that it becomes damaged or breaks down. This flood water will trigger a water hammer. Therefore, a motion graphics animation visual media is needed to convey information that can visualize the process of how the Water Hammer occurs on the machine in general. The design method is carried out in stages, namely data collection (literature study, interviews and observations), then data analysis uses a qualitative approach. The results of the data analysis that have been collected show that the average person who still lacks knowledge of the Water Hammer will then be used as a reference reference in designing motion graphics.

Key Word: Water Hammer, Motion Graphics, Animation 2D.