

ABSTRACT

In today's digital era, oral culture or storytelling is starting to disappear, folklore is starting to be forgotten. To avoid this, new media is needed to keep folklore alive in society. The author uses 2D animation media as a medium for adapting a folklore from West Java entitled "Si Leungli". Here the author has a jobdesk as an animator, so the research focus is on motion animation which includes expressions, gestures, and principles of animation.

The design of this 2D animation uses two methods, namely literature study and observation. The author collects data on body language and animation principles from books, journals, and articles, then observes directly on the subject regarding body movements. In addition, the data obtained from the analysis of similar works that focus on gestures, expressions and principles of animation.

The author hopes that with the "Si Leungli" 2D animation, people will not forget folklore which is one of our culture.

Kata kunci: Cerita Rakyat, Animasi 2D, Gesture, Ekspresi, Prinsip Animasi