

## ABSTRACT

Storytelling has long been a part of society. Unfortunately, this habit has been abandoned. With the rarity of this habit, folk stories in Indonesia are retold using different mediums, such as using films, puppets, or even animation. Animation is a very effective medium in combining images and sound to tell a story or explain an existing idea. Animation also has the ability to provide entertainment, provide information, provide knowledge, and encourage people to do something. So this media is very suitable for campaigning for folk tales, especially those that have been forgotten a lot like "Si Leungli". In the animation itself, the background has an important role and cannot be separated from the animation. Background is used to tell the background of the place where the story takes place. In the animated film "Si Leungli", the reference used for the animated background "Si Leungli" is the city of Bandung and the underwater world. So the question arises, what kind of environment in Bandung can support the making of the animated film "Si Leungli"? From there, this report was created to explain the design process of the animated film background "Si Leungli" using an environment design method based on Josiah Alan Brook's design theory. The result of this design is a background that matches the overall design of the animated film "Si Leungli".

Keywords: Folklore, Animated Background Design, Bandung City, 2D Animation.