

ABSTRACT

Skateboarding is a play activity using a wheeled skateboard. It can already be stated as an amalgamation of sports, culture, lifestyle and art. However, the use of a skateboard itself is a difficult thing for beginners to do and can often be dangerous if the operation of the skateboard is wrong. Therefore, a correct skateboarding guide is needed in the form of 2D animation in order to provide an overview for skateboard enthusiasts. And of course in the pre-production process of 2D animation, it is also necessary to design the right storyboard so that 2D animation production can be realized. This study aims to explain the introduction of skateboarding techniques to skateboarding enthusiasts. Data collection methods in the form of surveys, observations and literature studies will be used in this study. An analytical method will be used in the form of the Miles and Hubberman Model method. As for the ordinary skateboarding youth enthusiasts or skateboarding mentors, they are the objects of this research.

Keywords: 2D Animation, Introduction, Skateboarding, Storyboard, Technique.