

# ***CHARACTER DESIGN FOR 2D SHORT ANIMATION “ THE ONE ON ONE “***

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## ***ABSTRACT***

*Basketball is becoming getting more and more popular with Indonesian people, especially among students. Through this basketball activity, teenagers get a lot of benefits, especially in physical, mental and social growth. Basketball is a sport played in groups and played by two opposing teams. Each team has 5 members. Basketball is an active and dynamic game because in basketball there are attempts to attack and defend each other at a high tempo so that it is very possible to have direct contact between the players. This can pose a risk of injury to basketball players.*

*On the basis of this phenomenon, the author is interested in designing a short 2D animation. This short 2D animation is entitled " THE ONE ON ONE " where this short 2D animation will provide information and education to reduce the risk of injury to basketball athletes at SMA Negeri 1 Matur. In this design the author uses quantitative data collection methods with sources from interviews, observations, literature studies and questionnaires.*

*The author acts as a character design designer for the 2D short animation " THE ONE ON ONE " where the author designs characters that are in accordance with the story being raised and can convey the nature and characteristics of a character in the story in order to bring up visuals that match the description of the character in the story. which is lifted.*

*Keywords: 2d animation, character design, basketball, basketball sports injuries, basketball athletes at SMA Negeri 1 Matur*