

## ABSTRACT

The activity of reading comics is an activity that most teenagers in Indonesia enjoy, but there has been a change from comics which were previously only read in print media such as newspapers, magazines, and books, now turning into digital comics that can be read or accessed via the internet using a smartphone or electronic device. certain owned. Comics that are popular among teenagers are dominated by Japanese, American and European comics, and these comics quite dominate the domestic comic market. Local comics in Indonesia themselves have few fans because apart from the lack of distribution of local comics compared to foreign comics, teenagers in Indonesia tend to be more familiar with comics made in Japan than local comics. Meanwhile, Indonesia has the wayang comic genre, which is a local genre made in Indonesia, this comic was started and popularized by R.A Kosasih in the 1950s. Because of this, this study aims to convert the wayang comic by Kosasih into digital media, and the media chosen is 2D animation. This study uses qualitative research methods by conducting literature studies, interviews, and observations. With this research, it is hoped that local comics or similar works can compete and continue to exist in the creative industries in Indonesia.

**Keywords:** background, animation, comic adaptation, wayang comic, bharatayuda, R.A Kosasih.