

## **ABSTRACT**

*The development of this technology has made it easier for society to use the internet. Many people misuse this technology for negative purposes, leading to the emergence of online gambling phenomena. Essentially, gambling involves risking property or money to gain significant returns with equally substantial risks. The presence of online gambling has become one of the impacts that can affect an individual's quality of life, especially students, who might become addicted to online gambling games. This addiction has negative social, psychological, and physical effects on oneself, leading to a lack of self-care and a lack of focus on academic needs. The description above can be said to influence a person's personality, making them indifferent to their surroundings. In the design of this concept art environment, the focus is on creating an environment depiction based on data from literature studies, observations, and interviews to serve as a reference for portraying the atmosphere, mood, and setting of the story in the 2D animation. The creation of this concept art environment utilizes available theories for generating a concept art environment, including concept art, and environment. The result of the concept art environment design serves as a reference during the production phase for creating a short 2D animated film.*

**Keywords:** *Online Gambling, Addiction, Concept Art Environment, Animation*