

ABSTRACT

Civet coffee is coffee produced by utilizing civet animals in its production, but in the process of producing civet coffee, animal welfare must also be considered so that humans do not only see animals as a means of production. Education about animal welfare can be channeled to the community, especially from an early age, so that children are able to carry knowledge about animal welfare until they grow up. One of the media that can be used to educate about animal welfare is 2D animation, this animation can be packaged into an interesting media for children to consume but not forgetting the message about animal welfare that is conveyed. Editing is the last stage in 2D animation production, this process aims to create a mood and atmosphere that matches the narrative to be conveyed while still appealing to the audience. The editing design is done by doing research first, the research used qualitative methods through observation, literature review and document study. The results of this design are in the form of editing results for animations about mongoose animals and humans.

Keywords: Animal welfare, civet coffee, 2D animation, editing