

ABSTRACT

The environment design for the animation "Panatayungan Panjalu" is motivated by the need to preserve and protect the cultural and tourism ecosystem of Situ Lengkong Panjalu, which is often overlooked nowadays. The purpose of this design is to understand the environment of Situ Lengkong Panjalu and Panjalu Village as a reference for creating the animation environment. The research method used is qualitative, with data collection and analysis conducted through observation and analysis of similar works. The collected data is then used as a basis for designing the environment in accordance with the script. The research findings indicate the presence of stalls along the road leading to Situ Lengkong Panjalu, a symmetrical-shaped gate of Situ Lengkong Panjalu, residential areas, and the landscape of mountains and rice fields. The final result of this design is an environment consisting of 5 scenes.

Keywords: *Animation, Environment, Situ Lengkong, Panjalu*