

ABSTRACT

Indonesia is a country rich in culture and tradition. Culture refers to the customs of a particular group. Typically, a culture or tradition is passed down and taught by each ethnic group or community through generations. Debus is a type of martial arts culture originating from Banten that showcases the practitioners' ability to withstand sharp weapons, water, hard objects, and other dangerous items. There are many types of Debus, one of which is Debus from Ciburial. Debus Ciburial has started to fade from memory due to the passage of time, with young people tending to only know Debus Banten. Data collection was carried out using ethnographic methods, which involved direct field observation, interviews, and questionnaires. The analytical method used by the author is pragmatic content analysis, connecting causes and effects of the phenomena observed. The design of the 2D Animation Concept Art "Breaking Through Debus and Surpassing It" for Media Information and Education about Debus Ciburial was created with the aim of promoting and educating young people about the martial art of Debus from Ciburial Village.

Keywords: Animation, Concept Art, Culture, Debus, Education, Information.