ABSTRACT

Tahta, Arisatya Patria. 2015. *Fantasy Environment Design in 3D Animation Movie "Astana Arthakara". Final Project.Visual Communication Design. School of Creative Insdustries. Telkom University.*

Environment is one of element to making an 3D animation movie, environment is the place where character and other elements of animation interact so that it becomes a complete blend in a 3D animated movie. The design of the environment aims to create an environment in the 3D animated film "Astana Arthakara" where the environment is one of the essential elements in animation and also to find out how the right of visual environment in typical fantasy story Indonesia Astana Arthakara adapted from local culture, mataram. Data collection methods used in this design is to use techniques of observation, interviews, audio visual and literary study then analyzed with the case study approach, so get the interpretation of form, meaning and function of culture is taken, mataram, later it was used as a cornerstone in the creation of a visual concept of the environment is to be created. Design of environment-themed fantasy film 3D animation Astana Arthakra obtained the conclusion that create an environment that is a fantasy genre, adapted from local culture must be very attentive to the form, mood and function of the culture, so that the existing culture within the environment created still feels though the fantasy genre.

Keyword : Environment, Fantasy, Animation, Mataram