

ABSTRACT

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The results of the Basic Health Research by the Ministry of Health in 2018 concerning the consumption of vegetables less than 5 portions in the population aged more than equal to 5 years in Indonesia is quite high, reaching 95.5%. Fact Indonesia is a country located in a ring of fire making Indonesia a country with fertile soil due to volcanic ash from volcanic eruptions, various plants grow on the outskirts of the city with minimal care from humans, even some plants grow only from us throwing stems or seeds plants in our homeland, these plants grow into wilding that can be consumed as vegetables that contain high nutrient and can be reach by all classes for example cassava plants, beluntas, basil, and Moringa. But ironically, one of the factors of Indonesia having a level of consumption that is less than the minimum requirement is the economic capacity of the community (Tuti Aswani, 2019). People are aware less plants that can be consumed in the surrounding environment. Therefore, we need an information media to visualize plants in the surrounding environment that can be consumed. The design of 2-dimensional animated characters can be a medium to display visuals that are typical of plant morphology that can be made into attractive vegetables.

Keywords: Consumption of vegetables, plant morphology, characters, 2D animation