

ABSTRACT

Zulkarnaen, Sarah Mutia (2021). *Storyboard Design in 2D Animation "Menjaga Rinjani". Final Project. Visual Communication Design Study Program. Faculty of Creative Industries. Telkom University Bandung.*

Lombok Island is a favorite place in West Nusa Tenggara. But behind the beauty of Lombok Island has a problem when the dry season arrives, namely drought. Drought is a natural disaster phenomenon during the dry season which causes problems in water availability. The resulting impact greatly affects the environment, especially the surrounding community. The formulation of the problem in the design is to find out the visualization that is in accordance with the children's interests to be implemented in the animated storyboard of Keeping Rinjani and to find out how to design a storyboard for the 2D animation of Keeping Rinjani regarding the drought that occurred on Lombok Island.

In making the storyboard for this animation, the designer used a qualitative method and a phenomenological approach by asking experts who had been assigned to the island of Lombok as well as observations and literature studies in order to obtain appropriate data to assist in the design of the storyboard. In designing this storyboard, the designer needs to pay attention to the composition, camera location, character staging, and can convey the main points in the script that has been dissected from the results of data analysis of literature studies and analysis of similar works. This process is carried out to assist in designing storyboards regarding the drought phenomenon that can be enjoyed by the target audience and the message in the animation "Keeping Rinjani" is conveyed. From the analysis results obtained, this design is dominantly using choice wide shot and extreme wide shot, with the addition of camera movement and camera angle to give a certain impression, the use of rule of third composition and a dominant one-point perspective.

Keyword: *Storyboard, Menjaga Rinjani, drrough, Lombok Island*