

ABSTRACT

The legend of Ciung Wanara tells the story of a young man who tries to regain his power in the Kingdom of Galuh. But as the times have developed, the story has begun to be forgotten, especially in this modern era. 3D animation is one of the media that thrives in this era. The author's role is to design a 3D animated character in an effort to introduce the folklore of Ciung Wanara. The data collection methods used were observation, questionnaires, literature study, and interviews which were then analyzed and used as the basis for designing the character of Ciung Wanara.

Keywords: Kata kunci: Ciung Wanara, folklore, West Java, teenagers, character design, 3D animation, 3D character