

Abstract

Telaga Warna is a tourist destination in West Java, known for its stunning natural scenery. In addition to its beautiful landscape, Telaga Warna has a unique feature: its water can change color according to the surrounding environment. Besides its uniqueness, Telaga Warna holds a legend that is not widely known, especially among teenagers in the Bandung area. For this reason, the author is designing a storyboard as an effort to preserve the legend of Telaga Warna.

This research aims to create an animation based on the legend of Telaga Warna in Puncak Bogor through the design of a storyboard and story tailored to teenagers in Bandung aged 13–18 who enjoy animation. The design process involves interviews with teenagers aged 13–18 who enjoy animation at cosplay events, including both participants and visitors. The storyboard depiction uses references from three similar works targeting teenage audiences. From these interviews and the combination of references used from the three similar works, insights are gained into designing a story that appeals to teenagers. The result is a storyboard depicting the legend of Telaga Warna, adapted for teenagers.

The author uses qualitative research methods, including data collection through interviews, document studies, literature reviews, and observations. Through this storyboard design, the author intends to attract the interest of teenagers in Bandung aged 13–18 by adapting the legend of Telaga Warna into an animation suitable for them through the storyboard design.

Keywords: Telaga Warna, Tourist Destination, West Java