FOREWORD

I would like to express my gratitude for the presence of Allah (SWT) so that the preparation of the thesis titled 'Sumatran Weretiger, Cindaku: Designing a 3D Game Character Animation for Bandung Youth Based on Mythology from Kerinci, Jambi' can be completed with ease, as it is a prerequisite for obtaining a Bachelor's Degree in Visual Communication Design at Telkom University. During the process of this thesis, I would like to thank and express my deepest gratitude to:

- 1. Prof. Dr. Adiwijaya, the Rector of Telkom University, for fostering an environment of academic excellence and professional development.
- 2. Roro Retno Wulan, S.Sos., M.Pd, the Dean of Faculty of Creative Industries at Telkom University.
- 3. Arief Budiman S.Sn., M.Sn. as the Head of Visual Comunication Design Study Program
- 4. Irfan Dwi Rahadianto, M.Ds and Muhammad Adharamadinka, S.Ds, M.Ds. for being my thesis advisors.
- 5. Yelly Andriani Barlian, S.S., M.Pd. for being the academic advisor of my class.
- 6. Sri Nurbani, S.Pd., M.Hum. for being the secretary of the International Study Program.
- 7. My family who has supported me throughout my studies.
- 8. My fellow classmates who have supported me up till now.

The author appreciates feedback for improvement, recognizing this report's ongoing development. This document aims to be a valuable resource for those interested in the subject matter.