

ABSTRACT

Geno, Muliawan. 2017. Modeling and Striking Technique in 3D Animation Media with theme Pencak Silat Sera Garis Paksi. Final Task. Visual Communication Design Studies Program. Creative Industries Faculty of Telkom University.

Pencak Silat is a traditional martial arts from Indonesia. This martial arts also has develop to another Southeast Asia such as Malaysia, Brunei, Singepore, etc. However, the young generations including children ini this era have no interest with pencak silat, one of the factors is many martial arts from outside Indonesia have developed in Indonesia such as Taekwondo, Karate, Muay Thai, Boxing, and MMA So, how to interest the children about pencak silat? Therefore, the writer does qualitative method to pencak silat for knowing the uniqes and questioner to the chidren to knowing things that they like, one of them is 3D animation. That things do so that the chidren have an interest again about pecak silat and they want to learn it even to conserve the pencak silat until the next generations so that the pencak silat not extinct and shows that pencak silat is also great and amazing than another martial arts. If the children have an interest to learn pencak silat, then form the pencak silat training has a special program for children so that they still have a spirit to train until they grow up and legate the knowledge of pencak silat to the next generation.

Keywords : *Martial Arts, Pencak silat, Children, 3D Animation, Interest, Conserve.*