

ABSTRACT

Panakawan is a part of wayang golek Sunda and consist of four characters which are Semar, Cepot, Dawala, and Gareng. Panakawan characters have a special point compared by another wayang characters because they are a local product. To introduce these characters of panakawan to children between 6-12 years old, a 2D short animation is made. This animation has a concept of series animation with "Gasing" episode as the focus. We hope that this animation can make children know about panakawan. In this animation production, a storyboard is needed as the visualisation of the script and used as a blue print in the production process. That's why the storyboard for Sarerea animation's "Gasing" episode are made. The methods which is used in the data collecting are observation, interview, and literature study. While in the data analysis, the method is interpretative qualitative. Furthermore, the storyboard is made through four process as Glebas (2009) said, and the elements said by Dhimas (2013) is also used here. The result of the storyboarding is a storyboard for Sarerea animation's "Gasing" episode which is consist of 93 shots. Each shot is the interpretation of the script. Basic figure element can be seen from the drawing that's used in the storyboard. While perspective, framing, and angle are used by adjusting the result of analysis and the story. That's why obe point perspective and eye leve angle are often used in the storyboard. Then, blocking and point of interest, action line, and direction are used to keep the continuity of the story.

Key words: panakawan, 2D short animation, storyboard