ABSTRACT

Animation is a moving image shaped from a set of objects (images) arranged in an orderly manner following the flow of motion that has been determined in each time count increment that occurs. AR or Augmented Reality also began to get a place in the community. Starting from the development of VR or Virtual Reality, then AR appeared. In this animation design, we try to use and apply AR into our animation using the Marker Based Detection method. Animation used is 2D animation using animated software that has been widely available such as Macromedia Flash. While for the AR itself, it uses Marker Based because it is easier to read the storyline with different markers. The application for making AR and Markers uses applications that are already available on the Internet

Key words: *2D animated, Augmented Reality , Marker Based*