

ABSTRACT

DESIGNING OF ANIMATION CITY *ENVIRONMENT* CONCEPT BASED ON ADAPTATION OF KESATRIA HUTAN LARANGAN NOVEL WITH *FANTASY* GENRES WHICH BORROWS SUNDANESE LOCAL WISDOM

The design of this City Environment Concept is an effort to represent the fantasy world of Sunda based on the novel Ksatria Hutan Larangan written by Saini K.M, which here will describe fantasy in the era of Pajajaran kingdom, which borrows Sundanese local wisdom, such as architecture and landscape. By using visuals that are formed later it will arouse interest among teenagers, especially high school teenagers in recognizing the wisdom possessed by Sundanese and also instill in their mindset, that stories adapted from local novels are no less interesting than outside novels if using fantasy exploration in them. In the design that will be made focuses on the environment that is made based on data that has been collected through observations, interviews with experts, and analysis on document studies, then is formed using the theory of concept art and environment, starting from the way of applying perspective, color, lighting, and mood plus analysis for the application of culture in visual works such as similar works that already exist, and determine the extent of the form of the Sundanese world which can be described by including elements of fantasy in it or how the visual world of Sundanese fantasy can be formed. Environment designed to display the Sundanese world in the era of the kingdom, with places and cities of fiction according to the analysis of the novel that became the source of the story. The design results that have been made are then incorporated into the media artbook. And so visually from the environment of the fantasy world of Sundanese will be able to attract the attention of teenagers to be interested in knowing Sundanese wisdom.

Keywords: Adaptation, Novel, Concept Environment, Artbook, Fantasy, Sundanese Wisdom.