

ABSTRACT

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Indonesia is an archipelagic country that consist of various ethnics groups and cultural diversity that must be preserved. One of it’s culture is acculturation in the culinary field. Mostly, the citizen of Indonesia, and not many people know its origin. Wedang Ronde itself is a culinary that born from food acculturation with Chinese culture. This traditional food originated from Southern China named Tang Yuan, derived from metaphor or the word Tuan Yuan which means ‘family reunion’. Therefore, a visual media is needed to convey information that can visualize Chinese Totok characters as Wedang Ronde sellers and Chinese Peranakan characters as Consumers, according to Wwedang Ronde meaning “Kinship” in the story which show how the family interact with one another. In this character designing for 2D animation aims to find out the physical characteristics in general of ethnic Chinese who lives in Indonesia. The design method that was used are, collecting the data (literature study, interviews and observation), then analyzing the data using a qualitative ethnographic approach. The results of data analysis that have been collected will then shows the general characteristics of Chinese faces shape in the range of 30-40 and 20s, as well as clothes that support the identity of the Chinese, which later will be used as references in designing 2D characters animation.

Keywords: Wedang Ronde, Chinese, Peranakan, Characters, 2D Animation.