

ABSTRACT

Mundinglaya Dikusumah is a Sundanese folk tale that comes from the oral Sundanese people called the pantun story. This story tells about the life of a prince who was made king by King Siliwangi because he had succeeded in getting the Salaka Domas kite from the seventh heaven. Through the nature and personality possessed by Mundinglaya Dikusumah, it can be used as character education for children who currently experience many character crises in themselves. The Design of Character Design 3D Animation is one step in the preparation of an animated film, as a medium to introduce the story of Mundinglaya Dikusumah that has been adapted and packaged so that it is more easily understood by elementary school children. The design of this character design uses data collection design methods, including observation, interviews and literature studies. Besides that, it uses descriptive analysis method which aims to better understand in depth the problems being discussed. Designing the character of Mundinglaya is based on the process of adapting folklore by maintaining the main elements in the story so that the moral message is conveyed well.

Keywords: Folklore, Mundinglaya, 3D Character, Character Design