

ABSTRACT

Indonesia is a country that has unique cultural diversity from Sabang to Merauke. One of the unique cultures that Indonesia has is a martial art called Debus. Debus is a martial art originating from Banten, which displays the ability of cultural actors to be immune to sharp weapons, hard objects, and other dangerous objects while accompanied by musical instruments and prayers. In addition, Debus is also used as a medium to spread Islam in Banten. However, over time, this martial art began to spread to other regions in Indonesia, including Bandung. However, with the development of the times and modernization, this culture has slowly begun to be forgotten by the community. The design of a 2D animation storyboard about debus aims to create a promotion and provide education to young people aged 12-24 years in the city of Bandung based on 2D animation about the martial art of debus. After the final production results of the storyboard in the form of 2D animation are complete, it is shown to several audiences to calculate how effective this 2D debus animation is in conveying information and education about the martial art of debus in Ciburial village. After data was collected from the audience, it can be concluded that there are still many young people who do not know about the Debus martial art, so they are interested in learning more about the culture after watching the final result of the 2D Debus animation.

Keywords: 2D Animation , Art , Islam, Culture, Debus, Martial Art, Storyboard