

ABSTRACT

Wayang is one of the art exhibitions that has developed since 1500 BC. Initially, the philanthropic exhibition was intended as a medium for calling the spirits of the ancestors. Until the 10th century, the sculptures were used as entertainment and glorification to this day. Of all the kinds of images, there are images that use used items such as Serok images. Currently, the Serok Wayang has a problem where there is no successor and the serok wayang art is extinct. It is justified by Abah Adang as the creator of Wayang Serok, where Wayang serok is unknown to society and is threatened with extinction. Therefore, in order to reintroduce the art of Wayang Serok, the author designed a 2D animated storyboard with stories that adapt the history of the art. The author used the research mix method, by means of the collection of observation data, interviews, library studies, as well as the dissemination of questionnaires related to the subject studied. Then the data is analyzed in terms of content to obtain the concept as a reference in creating storyboard design to reintroduce the art of the Serok Wayang, so that the community knows and is interested in creating and playing the Art of Serok.

Keywords: Adaptation, *Storyboard*, Wayang Serok