

ABSTRACT

Stunting, also known as slow growth, who affects the physical and cognitive state of children. This stunting problem can affect children's growth and development conditions in the long term due to several factors, such as malnutrition, environmental and economic conditions, and social factors regarding awareness of the importance of nutrition in children. So, prevention is needed to realize the importance of stunting problems in children by paying attention to nutrition and intake given to children, creating a clean environment, and access to adequate health services in order to reduce the number of stunting that occurs in Indonesia, especially one of them in Bandung City. It is also important to provide education about stunting through education to parents, prospective parents and adolescents. One of the media that can be easily accepted by various groups is 2D animation which is used as a medium of information in delivering stunting via storytelling. 2D animation that is presented in an interesting and easy to understand way so that the delivery of the impact of stunting can be conveyed properly. The method used in this design is by collecting data through literature studies and visual studies through similar animations. This design is expected to produce a 2D animation filled with a health-themed story addressing stunting issues, utilizing frame-by-frame techniques and applying the 12 principles of animation.

Keywords: animation, child, frame by frame, nutrition, stunting.