

ABSTARCT

Legends are stories and beliefs of ancient people from an area that were passed down orally or in writing. Legend stories have various purposes, such as entertainment or containing a moral message. Legendary stories in Indonesia, especially in West Java in the 20th century, are no longer attractive to the younger generation. Teenagers aged 15-18 years who do not know and are not interested in Indonesian legends. The younger generation's interest in local culture is declining because there is no quality modern animation that conveys these legendary stories. The author together with a group of writers wants to create a 2D animation which aims to maintain or preserve legendary stories in Indonesia. The legendary story created by the group of writers is the Telaga Warna legend which originates from Puncak, West Java. This story tells about the Sundanese Kingdom which sank into a lake due to the stinginess of a princess. The author has a job desk as a background artist. Writers have to learn a lot in the realm of background creation. The author studied things like depicting appropriate background styles so that they are liked by today's teenagers. And the depiction of the background environment is appropriate to the era told in the Legend of Telaga Warna.

Keywords: Background, Legendary Stories, West Java, Preservation