

ABSTRACT

Debus is a performing art that combines elements of dance, vocal arts, and spiritual practice with magical aspects. Historically, Debus Banten began to be recognized in the 17th century during the reign of Sultan Ageng Tirtayasa. Over time, Debus spread to various regions in Indonesia, including Bandung. However, with the progress of time and modernization, this martial arts cultural art has started to be forgotten. This design aims to educate the youth in Bandung about Debus Ciburial through a 2D animation titled 'Breaking Through and Surpassing Debus.' Through this animation, the author will write an educational script with engaging compositing. Research results show that this 2D animation successfully enhances the knowledge and awareness of the youth in Bandung about Debus Ciburial through its easily understandable story and appealing visuals. This animation is expected to contribute to spreading information and education about the Debus Ciburial martial art, and to increase the interest of the younger generation in recognizing and studying this culture.

Keywords: Animation, Martial Arts, Debus, Educational, Art