

ABSTRACT

Indonesia is a multicultural country, and now faces many challenges due to the many influences of globalization in the form of culture. One of the cultures that has been affected is Sundanese gamelan, which is slowly losing popularity among the younger generation. They are more interested in foreign cultures, such as listening to modern music like K-Pop, RnB, and others. If the declining interest of the younger generation in traditional Sundanese gamelan music is left unaddressed, it risks extinction. With the widespread use of digital media among the public today, designing a fictional film about Sundanese gamelan is a relevant effort to spark the younger generation's interest in Sundanese gamelan. This is also in line with the limited digital media coverage or discussion of Sundanese gamelan, resulting in young people today being less familiar with and interested in Sundanese gamelan. The designer aims to conduct this design to understand how camera setup in a fictional film about young people's interest in gamelan in Bandung City can be arranged. The designer as cinematographer is responsible for all visual aspects, from pre-production to post-production. Pre-production includes conceptualization by creating shot breakdowns, storyboards, and equipment lists. Then, during the production stage, they are responsible for directing the camera crew and collaborating with the director. In the post-production phase, the cinematographer may be involved at the editor's request to ensure the proper sequence of shots. This design process employs qualitative methods, utilizing data collection techniques such as observation, interviews, and content analysis of similar works. This design aims to attract the interest of young people or teenagers in Bandung to learn about and explore Sundanese Gamelan through short films.

Keyword: *Gamelan Sunda, Short Film, Director of Photography*