

ABSTRAK

PERANCANGAN BUKU *GRAPHIC NOVEL* ANDE-ANDE LUMUT

Oleh

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Indonesia memiliki banyak sekali cerita legenda, tetapi sayang sekali anak remaja Indonesia mulai melupakan cerita-cerita legenda Indonesia dan lebih tertarik akan cerita dongeng asing, padahal cerita legenda tidak kalah menariknya dengan cerita dongeng asing dan juga mengandung banyak nilai-nilai moral di dalamnya.

Cerita legenda Indonesia yang dipilih adalah cerita Ande-Ande Lumut yang berasal dari Jawa Timur. Nilai moral di dalam cerita ini sangat baik untuk dijadikan contoh bagi anak-anak remaja Indonesia. Sangat jarang remaja Indonesia yang tidak tahu akan keberadaan dan keunikan cerita ini. Oleh karena itu, diperlukan media yang dapat menarik minat remaja yaitu dengan media buku yang berupa *graphic novel*.

Cerita Ande-Ande Lumut akan disampaikan melalui media utama *graphic novel* dengan menggunakan gaya gambar yang sesuai dengan selera remaja masa kini, dengan menggunakan teknik *2D digital painting*, disertai warna-warna yang *pop*, pemakaian bahasa sehari-hari dan halaman-halaman yang interaktif. Melalui buku *graphic novel* tersebut diharapkan anak remaja Indonesia dapat sadar dan tertarik akan cerita legenda Indonesia. Sangat diharapkan agar mereka menjadi lebih mencintai kebudayaan negara Indonesia itu sendiri.

Kata kunci: ande-ande lumut, cerita rakyat, *graphic novel*, ilustrasi, indonesia

ABSTRACT

“ANDE-ANDE LUMUT” GRAPHIC NOVEL

By

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Indonesia boasts a wide variety of domestic folklore, myths and legends. However, it's truly unfortunate that our current teenage generation prefers foreign folklore and stories, despite the fact that our domestic counterparts are rich in moral values.

In this case, i've chosen the story of Ande-Ande Lumut, originating from East Java. The moral of this story is a good example for our Indonesian teenagers. Most of our teenagers are not even aware that this unique story exists. For that reason, a media that can captivate our youths is needed- graphic novels.

I will present this story in a graphic novel, by using 2D digital painting technique with pop-themed colors and interactive pages. I hope this graphic novel will make the Indonesian teenage generation more interested and appreciating our own culture.

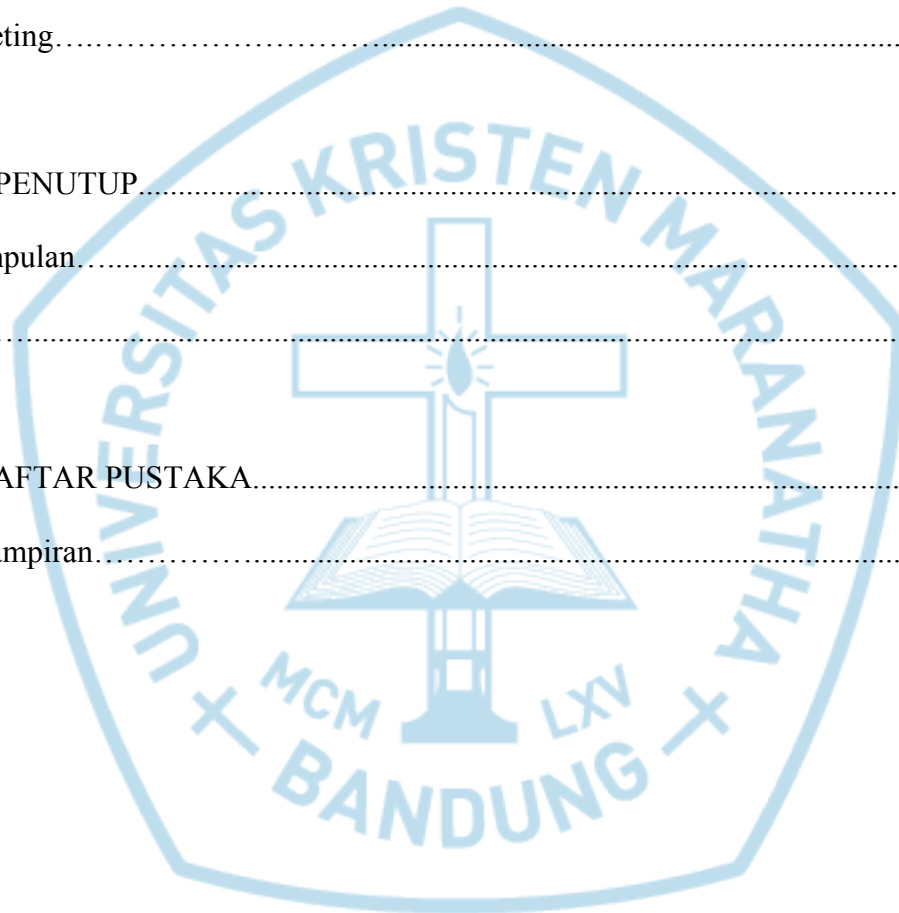
Keywords: ande-ande lumut, folklore, graphic novel, illustration, indonesia

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