DESIGNING “GARUDAYANA SAGA : ASHURA HUNTER” MOBILE GAME CHARACTER WITH MANGA SUPER-DEFORMED ARTSTYLE AND ETHNIC FANTASY THEME

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ABSTRACTION

Garudayana is an Indonesian wayang comic by Is Yuniarto, it has been published on 2009, that was targeted for teenager market. There was some delay roughly a year between each volumes before it finally migrate to another publisher and afterwards republished on 2013, changing its name to “Garudayana Saga”. These delay causing a shift on its reader age, therefore it needs a new media to attract its long timed fans and new readers.

This thesis is the embodiment of the author’s hope, so that Indonesian comics that has similar ethnical value as “Garudayana Saga” can be preserved. Game was used as an alternative medium to presenting story for todays market. The most important component for game is the character, as a bridge between transmedia, so that representative character design and compelling story is needed for “Garudayana Saga” game.

The final result for this thesis is not only to design a game but also to create character designs for Garudayana Saga : Asura Hunter with Gatotkaca as its main character which using manga super-deformed art style, so it can be optimized to develop for mobile game. With the new storyline and different vantage point, it is expected to emerge people attractiveness towards Garudayana Saga fans.

Keywords: Game, Character, Garudayana, Wayang, Manga, Fantasy