

**CREATING 2D ANIMATION TITLED “STARLIGHT” AS A MEDIA TO  
INVITE AND MOTIVATE YOUTH WITHIN AGE RANGE 15-19 IN  
PLANNING AND ACHIEVING THE FUTURE**

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***Abstract***

*Animation is one of the entertainment media that is familiar to us. With various types and styles of animation available, of course we can enjoy animation according to our preferences. One kind of animation is 2D animation. 2D animation is an animation that is created using a 2-dimensional field and like other types of animations, they have many roles and benefits that can be accepted by their audience. Of course, with animation having a role and benefits like this, animation can be used to convey a moral message to have a positive impact on the audience. By looking at the large number of teenagers in the 15–19-year age range who still haven't thought about and planned their future lives, and don't understand the risks they will experience later, the author will design a 2D animation that hopes to motivate and engage the youth to start planning and achieving for the future.*

*Key Words : 2D Animation, Future Planning, Career Anxiety*