

## DAFTAR ISI

<b>PERNYATAAN DAN PERSETUJUAN UNGGAH TUGAS AKHIR .....</b>	<b>ii</b>
<b>PERSETUJUAN DOSEN PEMBIMBING TUGAS AKHIR.....</b>	<b>iii</b>
<b>PERSETUJUAN TIM PENGUJI TUGAS AKHIR .....</b>	<b>iv</b>
<b>ABSTRAK .....</b>	<b>v</b>
<b>ABSTRACT .....</b>	<b>vi</b>
<b>KATA PENGANTAR.....</b>	<b>vii</b>
<b>DAFTAR ISI.....</b>	<b>ix</b>
<b>DAFTAR GAMBAR .....</b>	<b>xii</b>
<b>DAFTAR LAMPIRAN.....</b>	<b>xxii</b>
<b>BAB I PENDAHULUAN.....</b>	<b>1</b>
1.1. Latar Belakang .....	1
1.2. Identifikasi Masalah .....	8
1.3. Batasan Masalah.....	9
1.4. Tujuan Perancangan .....	9
1.5. Manfaat Perancangan .....	10
<b>BAB II LANDASAN TEORI.....</b>	<b>11</b>
2.1. Pembahasan Teori .....	11
2.1.1. <i>Gestalt</i> .....	11
2.1.2. <i>Elements of Design</i> .....	17
2.1.3. <i>Color Theory</i> .....	23
2.1.4. <i>Principles of Design</i> .....	31
2.1.5. <i>Composition</i> .....	32
2.1.6. <i>Character Design</i> .....	35
2.1.7. <i>Character Archetypes</i> .....	47
2.1.8. <i>Semiotic</i> .....	49
2.1.9. <i>Freytag's pyramid</i> .....	52
2.1.10. <i>Card Game Design Patterns</i> .....	53
2.1.11. <i>Game graphical style</i> .....	58
2.1.12. <i>User Interface Mobile Game</i> .....	58
2.1.13. <i>Game Genre: Idle RPG Game</i> .....	63
2.1.14. <i>Game Design Document</i> .....	65
2.2. Pembahasan Konsep .....	65
2.2.1. Studi Kasus <i>mobile game AFK Arena</i> .....	65
2.2.2. <i>Media</i> .....	82
2.3. Konteks .....	85
2.3.1. Latar belakang kebudayaan .....	85
2.3.2. Bangunan Tradisional Jawa.....	85
2.3.3. Wayang Kulit Purwa.....	92

2.3.4. Kerajaan Majapahit .....	103
<b>BAB III METODOLOGI PENELITIAN .....</b>	<b>107</b>
3.1. Waktu dan Tempat Perancangan .....	107
3.1.1. Studi Pustaka .....	107
3.2. Strategi Perancangan .....	107
3.2.1. Riset.....	108
3.2.2. Analisis Data.....	109
3.2.3. Proses Kreatif.....	109
3.2.4. Perancangan.....	109
3.2.5. Hasil Akhir .....	109
3.3. Analisis Data .....	110
3.3.1. Analisa Konten .....	110
3.3.2. Wayang Kulit Purwa .....	132
3.4. Target Audiens .....	146
3.4.1. Demografis dan Geografis.....	146
3.5. <i>Game Design Document</i> .....	147
3.6. Kesimpulan .....	147
<b>BAB IV PERANCANGAN.....</b>	<b>148</b>
4.1. Strategi Kreatif .....	148
4.1.1. Mind Map .....	148
4.1.2. <i>Keyword Visual</i> .....	149
4.1.3. Moodboard Visual.....	154
4.1.4. Target Audience.....	158
4.2. Konsep Desain .....	159
4.3. Studi Visual.....	162
4.3.1. <i>Semi realism</i> .....	162
4.3.2. <i>Level of Details</i> .....	163
4.3.3. <i>Photobash</i> .....	165
4.3.4. <i>Greyscale to Color</i> .....	166
4.3.5. <i>Character</i> .....	168
4.3.6. <i>Card Design</i> .....	171
4.3.7. <i>Property design</i> .....	172
4.3.8. <i>Environment Design</i> .....	172
4.4. Proses perancangan .....	173
4.4.1. Desain Karakter .....	173
4.4.2. <i>Property Design</i> .....	217
4.4.3. Environment Design.....	226
4.4.4. <i>Key Art &amp; Promo Art</i> .....	234
4.4.5. <i>Logotype</i> .....	243

4.4.6. UI .....	245
4.4.7. <i>Cover buku concept artbook</i> .....	254
<b>BAB V KESIMPULAN DAN SARAN .....</b>	<b>256</b>
5.1. Kesimpulan .....	256
5.2. Saran .....	257
<b>DAFTAR PUSTAKA.....</b>	<b>260</b>
<b>LAMPIRAN.....</b>	<b>A-1</b>



## DAFTAR GAMBAR

Gambar 2.1: <i>Fatigue</i> , ilustrasi oleh Devin Elle Kurtz.....	11
Gambar 2.2: <i>Early Morning At The Wall</i> , ilustrasi oleh Andreas Rocha ....	12
Gambar 2.3: <i>Closure</i> , ilustrasi oleh Rei_17.....	13
Gambar 2.4: <i>Sailor And Mermaid</i> , ilustrasi oleh Sara Kipin.....	14
Gambar 2.5: <i>Poise</i> , ilustrasi oleh Magdalena Pagowska.....	15
Gambar 2.6: <i>Old Man's War</i> , ilustrasi oleh Min Guen .....	16
Gambar 2.7: <i>Fengming Mountain</i> , ilustrasi oleh Gein.....	16
Gambar 2.8: <i>Lines</i> .....	17
Gambar 2.9: <i>Organic and Geometric Shapes</i> .....	18
Gambar 2.10: <i>New York Street in One point perspective</i> , ilustrasi oleh Ana Muñoz	19
Gambar 2.11: <i>Two Point Perspective</i> , ilustrasi oleh Poo Kai Jun.....	20
Gambar 2.12: <i>Underwater City in Three Point Perspective</i> , ilustrasi oleh Hui Ling Chew	20
Gambar 2.13: <i>Value Study</i> , ilustrasi oleh Nikolay Razuev.....	21
Gambar 2.14: Studi Material dan Tekstur pada Objek yang sama, ilustrasi oleh Miji Lee .....	22
Gambar 2.15: <i>Color Spectrum</i> , ilustrasi oleh Marina Li .....	22
Gambar 2.16: <i>Color Wheel</i> , L. Eiseman.....	23
Gambar 2.17: <i>Color Temperature</i> , Kris Decker .....	24
Gambar 2.18: <i>Tint, Tone, Shade</i> .....	24

Gambar 2.19: Saturation, Dan Scott.....	25
Gambar 2.20: <i>Through the Forest</i> , ilustrasi oleh Aurélie Bouquet.....	28
Gambar 2.21: <i>Swamp</i> , ilustrasi oleh Richard Wright.....	28
Gambar 2.22: <i>Analogous Colors</i> , Phil Malpas.....	29
Gambar 2.23: <i>Ukiyoe Volume 03</i> , ilustrasi oleh Aric Athesis .....	30
Gambar 2.24: <i>Complementary Color</i> .....	30
Gambar 2.25: <i>Split Complementary Color</i> .....	31
Gambar 2.26: <i>Castle In The Sky</i> , ilustrasi oleh Adriano Bugnotto .....	34
Gambar 2.27: <i>Composing Dragons</i> , ilustrasi oleh William O'Connor .....	35
Gambar 2.28: <i>Character based on shape</i> .....	36
Gambar 2.29: <i>Proportions of the Human Figure</i> , Jack Hamm.....	38
Gambar 2.30: <i>Ideal Proportions At Various Ages</i> , Andrew Loomis .....	39
Gambar 2.31: <i>Various Standards of Proportion</i> , Andrew Loomis .....	40
Gambar 2.32: <i>Body Practice</i> , 水母 Mumu .....	40
Gambar 2.33: <i>Different size relations</i> , Tom Bancroft.....	41
Gambar 2.34: <i>Dynamic pose</i> , Dan Eder .....	42
Gambar 2.35: <i>Contrapposto in Michelangelo's David</i> .....	43
Gambar 2.36: <i>Laocoön and His Sons</i> , Royal Academy of Arts.....	44
Gambar 2.37: <i>Augustus Statue</i> .....	45
Gambar 2.38: <i>Center of Gravity Relative Distance of Different Gestures</i> oleh Michael Hampton .....	46
Gambar 2.39: <i>Straight and Curved Lines</i> , Tom Bancroft.....	46
Gambar 2.40: <i>Icon, Index, Symbol</i> .....	51

Gambar 2.41: <i>Seven Deadly Sins Battle</i> .....	54
Gambar 2.42: <i>Aegwynn Card</i> .....	55
Gambar 2.43: <i>Yu-Gi-Oh Card Categories</i> .....	56
Gambar 2.44: <i>Gwent Card Pull</i> .....	57
Gambar 2.45: <i>User Interface Black Desert Mobile</i> .....	59
Gambar 2.46: <i>Card Thief</i> .....	60
Gambar 2.47: <i>Thumb Zone Mapping</i> .....	61
Gambar 2.48: <i>Game UI</i> .....	62
Gambar 2.49: <i>Super Mario Bros. U</i> .....	62
Gambar 2.50: <i>Ode To Heroes idle system</i> .....	64
Gambar 2.51: <i>Promo Art AFK Arena</i> .....	66
Gambar 2.52: <i>AFK Arena idle system</i> .....	68
Gambar 2.53: <i>Hero Card Pull</i> .....	69
Gambar 2.54: <i>Hero Card Pull</i> .....	70
Gambar 2.55: <i>Core Loop AFK Arena</i> .....	71
Gambar 2.56: <i>AFK Loot</i> .....	72
Gambar 2.57: <i>Hero page, Collected Heroes, Hero Story</i> .....	73
Gambar 2.58: <i>Map of Esperia</i> .....	74
Gambar 2.59: <i>AFK Arena Faction Advantages</i> .....	75
Gambar 2.60: <i>Lightbearers Characters, Eric Athesis</i> .....	76
Gambar 2.61: <i>Mauler Characters, Eric Athesis</i> .....	77
Gambar 2.62: <i>Wilders Characters, Eric Athesis</i> .....	78
Gambar 2.63: <i>Graveborns Characters, Aki</i> .....	79

Gambar 2.64: <i>Celestials Characters</i> , Eric Athesis.....	80
Gambar 2.65: <i>Hypogeans Characters</i> , Eric Athesis .....	82
Gambar 2.66: denah keraton Yogyakarta .....	86
Gambar 2.67: Atap Joglo, Limasan, dan Kampung .....	87
Gambar 2.68: Atap Tajug .....	87
Gambar 2.69: Jenis rumah Joglo .....	88
Gambar 2.70: Kemamang (kiri) dan Kala (kanan).....	90
Gambar 2.71: Ragam hias pada saka bangsal Witana keraton Yogyakarta.	91
Gambar 2.72: Attribut wayang kulit.....	95
Gambar 2.73: Irah-irahan Wayang.....	96
Gambar 2.74: Rambut Wayang.....	97
Gambar x.xx: Gelung .....	97
Gambar 2.75: Sumping.....	98
Gambar 2.76: Jamang .....	99
Gambar 2.77: Garuda mungkur.....	99
Gambar 2.78: Kampuh.....	100
Gambar 2.79: Kalung .....	101
Gambar 2.80: Kelatbahu.....	101
Gambar 2.81: Gelang.....	102
Gambar 2.82: Kroncong .....	103
Gambar 2.83: Candi Kotes.....	105
Gambar 3.1: Skema Tahapan Perancangan .....	108
Gambar 3.2: Buku Mahabarata Jawa karya N. Riantiarno .....	110

Gambar 3.3: Wayang Werkudara.....	133
Gambar 3.4: Referensi tokoh Bima.....	136
Gambar 3.5: Referensi tokoh Yudhistira.....	137
Gambar 3.6: Referensi tokoh Arjuna.....	138
Gambar 3.7: Referensi tokoh Karna.....	138
Gambar 3.8: Referensi tokoh Drona.....	139
Gambar 3.9: Duryudana Raja/Dewasa.....	139
Gambar 3.10: Duryudana Raja/Dewasa.....	140
Gambar 3.11: Duryudana dewasa, jangkahan.....	141
Gambar 3.12: Kurupati/Duryudana Muda.....	141
Gambar 3.13: Kurupati/Duryudana Muda, wajah biru.....	142
Gambar 3.14: Duryudana Muda dengan makuta, wajah biru.....	142
Gambar 3.15: Wayang Duryudana Kuno koleksi Ki Purbo Asmoro.....	143
Gambar 3.16: Duryudana (kiri), Dewi gendari (tengah), dan Drestrarasta (kanan)	143
Gambar 3.17: Referensi tokoh Duryudana.....	144
Gambar 3.18: Referensi tokoh Dursasana.....	144
Gambar 3.19: Gada Rujakpala (kanan), Gada (kiri).....	144
Gambar 3.20: Panah Pasopati.....	145
Gambar 3.21: Panah Ardadedali dan Sengkali.....	146
Gambar 3.22: Senjata cakra.....	146
Gambar 4.1: Mindmapping Keyword Konten Cerita.....	148
Gambar 4.2: Mind map keyword visual <i>good vs evil</i> .....	150



Gambar 4.3: <i>Mind map</i> keyword visual dari kata masyarakat.....	151
Gambar 4.4: <i>Mind map</i> keyword visual dari kata <i>magic</i> .....	153
Gambar 4.5: Moodboard visual keyword <i>heroic</i> .....	154
Gambar 4.6: Moodboard visual keyword <i>nobility</i> .....	155
Gambar 4.7: Moodboard visual keyword <i>mystical</i> .....	157
Gambar 4.8: Moodboard target audience .....	158
Gambar 4.9: <i>Semi realism style</i> .....	163
Gambar 4.10: <i>3D LOD</i> .....	164
Gambar 4.11: Perbedaan style 2D.....	164
Gambar 4.12: <i>Greyscale to color painting</i> .....	166
Gambar 4.13: <i>Greyscale to color painting</i> .....	166
Gambar 4.14: <i>Greyscale to color painting</i> .....	167
Gambar 4.15: Perbedaan proporsi karakter .....	168
Gambar 4.16: <i>In Game Visual Artstyle</i> .....	169
Gambar 4.17: Perbedaan Proporsi Ilustrasi dan Sprites .....	170
Gambar 4.18: Garen League of Legends <i>expression</i> .....	171
Gambar 4.19: <i>Card UI design</i> .....	171
Gambar 4.20: <i>Game weapons</i> .....	172
Gambar 4.21: <i>Environment Tears of Themis for Dialogue</i> .....	172
Gambar 4.22: Perbedaan tinggi dan aplikasi <i>basic shape</i> pada karakter....	173
Gambar 4.23: Referensi Wayang Yudhistira Dewasa.....	174
Gambar 4.24: Desain karakter Yudhistira dengan Jamus Kalimasada.....	175
Gambar 4.25: <i>Character sheet</i> Yudhistira .....	177

Gambar 4.26: Alternatif Kampuh Yudhistira .....	179
Gambar 4.27: Desain alternative Yudhistira, sumping waderan, sumping praba ngayun .....	180
Gambar 4.28: Yudhistira <i>in-game gesture</i> .....	181
Gambar 4.29: Yudhistira <i>Gesture</i> .....	182
Gambar 4.30: Yudhistira <i>sprites</i> .....	183
Gambar 4.31: Yudhistira <i>sprites exploration</i> .....	184
Gambar 4.32: Referensi Wayang Bima .....	186
Gambar 4.33: Desain karakter Bima dengan Gada Rujakpala.....	187
Gambar 4.34: <i>Character sheet</i> Bima .....	190
Gambar 4.35: Eksplorasi kampuh dan poleng Bima .....	192
Gambar 4.36: Eksplorasi gelung rambut Bima .....	193
Gambar 4.37: Sumping pudhak sinumpet.....	193
Gambar 4.38: Bima <i>In-game gesture</i> .....	194
Gambar 4.39: Bima <i>concept gesture</i> .....	195
Gambar 4.40: Bima <i>dialogue expression</i> .....	195
Gambar 4.41: Sprites Bima.....	196
Gambar 4.42: Bima <i>sprites outfit alternatives</i> .....	198
Gambar 4.43: Referensi Wayang Arjuna.....	199
Gambar 4.44: Desain karakter Arjuna dengan Busur Gandiwa.....	200
Gambar 4.45: <i>Character sheet</i> Arjuna.....	201
Gambar 4.46: <i>Gestur dialog in-game</i> Arjuna .....	202
Gambar 4.47: Gestur konsep Arjuna .....	202

Gambar 4.48: Sprites Arjuna .....	203
Gambar 4.50: Arjuna Sprites expression .....	204
Gambar 4.51: Referensi Wayang Duryudana .....	205
Gambar 4.52: Character sheet Duryudana .....	205
Gambar 4.53: Ekspresi Duryudana.....	207
Gambar 4.54: Referensi Wayang Dursasana .....	208
Gambar 4.55: Dursasana in game dialogue sprites .....	209
Gambar 4.56: Character sheet Dursasana .....	210
Gambar 4.57: Referensi Wayang Karna .....	211
Gambar 4.58: Karna dengan senjata konta dan busur .....	212
Gambar 4.59: <i>Character sheet</i> Karna .....	213
Gambar 4.60: Karna dialogue pose and expression .....	214
Gambar 4.61: Alternatif busana Karna mengenakan tamsir.....	214
Gambar 4.62: Karna <i>sprites</i> .....	215
Gambar 4.63: Referensi Wayang Drona.....	215
Gambar 4.64: <i>Character sheet</i> Drona.....	216
Gambar 4.65: Desain Properti Gada Rujakpala Bima dan <i>Sprites</i> Gada Rujakpala	218
Gambar 4.66: Alternatif Gada Bima.....	219
Gambar 4.67: Gada NPC .....	220
Gambar 4.68: Busur Arjuna dan Karna .....	221
Gambar 4.69: Busur Resi Drona .....	222
Gambar 4.70: Busur prajurit .....	222

Gambar 4.71: senjata Konta.....	223
Gambar 4.72: Eksplorasi senjata Konta.....	223
Gambar 4.73: Eksplorasi ujung panah.....	224
Gambar 4.74: Permainan dadu.....	225
Gambar 4.75: Permainan dadu.....	225
Gambar 4.76: Jamus Kalimasada milik Yudhistira.....	225
Gambar 4.77: Warna alternatif Jamus Kalimasada.....	226
Gambar 4.78: Desain tiga dunia.....	226
Gambar 4.79: <i>Training grounds battle background</i> .....	227
Gambar 4.80: <i>Moodpainting</i> Hutan lebat Wenamerta.....	229
Gambar 4.81: <i>Moodpainting</i> pembangunan Kerajaan Amartapura.....	229
Gambar 4.82: Hutan Wenamerta battle background.....	230
Gambar 4.83: Hutan Wenamerta <i>in-game background</i> untuk <i>sprites</i> .....	231
Gambar 4.84: <i>Moodpainting</i> Gua Candradimuka.....	231
Gambar 4.85: <i>Moodpainting</i> Gua Candradimuka.....	232
Gambar 4.86: Gua <i>battle background</i> .....	233
Gambar 4.87: <i>Background</i> Gua Candradimuka.....	234
Gambar 4.88: <i>Promo art hero classes</i> .....	235
Gambar 4.89: <i>Promo art</i> pandawa.....	235
Gambar 4.90: <i>Promo art</i> Yudhistira, Bima dan Arjuna.....	236
Gambar 4.91: <i>Promo art</i> kurawa.....	237
Gambar 4.92: <i>Scrollable promo art</i> Bharatayuda.....	238
Gambar 4.93: Keyart cerita tiga dunia.....	239

Gambar 4.94: <i>Keyart</i> cerita pandawa dan kurawa .....	240
Gambar 4.95: <i>Keyart</i> cerita <i>The Deceitfulness of Kurawa</i> .....	241
Gambar 4.96: <i>Keyart</i> cerita <i>Deceived Pandawa</i> .....	242
Gambar 4.97: Typeface reference .....	243
Gambar 4.98: Progress Design Logotype .....	243
Gambar 4.99: Eksplorasi logotype .....	244
Gambar 4.100: <i>Logotype</i> final Bharatayuda .....	245
Gambar 4.101: Bharatayuda <i>main menu</i> dan <i>mockup</i> .....	246
Gambar 4.102: Bharatayuda <i>battle screen</i> .....	247
Gambar 4.103: <i>Faction</i> utama yaitu Pandawa dan Kurawa .....	248
Gambar 4.104: Lima <i>class</i> utama .....	249
Gambar 4.105: Desain <i>skill icon class warrior</i> .....	250
Gambar 4.106: Desain <i>skill icon class tank</i> .....	251
Gambar 4.107: Desain <i>skill icon class cupport</i> .....	252
Gambar 4.108: Desain <i>skill icon class ranger</i> .....	252
Gambar 4.109: Desain <i>skill icon class mage</i> .....	253
Gambar 4.110: Desain <i>cover Artbook</i> Bharatayuda .....	254

## DAFTAR LAMPIRAN

Lampiran A. Lembar Monitoring Bimbingan.....A1-A7

Lampiran B. Game Design Document Bharatayuda ..... B1-B22

