

**TATA RIAS KARAKTER TOKOH KUMBAKARNA
DALAM PERGELARAN TEATER TRADISI
MAHA SATYA DI BUMI ALENGKA “HANOMAN DUTA”**

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ABSTRAK

Pergelaran karya Proyek Akhir dalam tetater tradisi Maha Satya di Bumi Alengka “Hanoman Duta” ini dikemas dengan tampilan tekno 60 persen dan tradisional 40 persen dengan tujuan untuk; 1) menghasilkan rancangan kostum, aksesoris, properti, tata rias karakter dan prostetik pada Kumbakarna; 2) menciptakan tatanan kostum, aksesoris, properti, pengaplikasian tata rias karakter dan pemasangan prostetik Kumbakarna; 3) menampilkan kostum, aksesoris, properti, tata rias karakter dan prostetik pada Kumbakarna dalam tetater tradisi Maha Satya di Bumi Alengka “Hanoman Duta”

Metode yang digunakan dengan model pengembangan 4D pada bagian kostum, aksesoris, properti, tata rias karakter dan prostetik Kumbakarna, yaitu 1) *define* proses mencari, mengumpulkan dan memahami referensi terkait cerita Ramayana dan pertunjukan teater tradisi, proses analisis, karakteristik Kumbakarna, sumber ide, dan pengembangan sumber ide; 2) *design* berupa proses perancangan; 3) *develop* berupa proses validasi; 4) *dessiminate* berupa proses penyebarluasan karya yang di tampilkan pada pertunjukan seni pertunjukan teater tradisi

Hasil yang diperoleh dari gelar karya Proyek Akhir, yaitu 1) rancangan kostum, aksesoris, dan properti, menerapkan unsur garis lengkung dan lurus, warna merah, putih, hitam dan emas, ukuran lebar dan panjang, tekstur berkilau dan bercahaya, bentuk geometris, arah yang digunakan lurus horizontal, prinsip desain keseimbangan, proporsi yaitu perbandingan ukuran tubuh dengan kostum yang dikenakan, aksesoris pada bagian lurik, LED, prostetik, perona mata dan alis, kesatuan berarti tidak berdiri sendiri, tata rias karakter, prostetik menggunakan unsur desain warna merah, hitam dan putih, *value* pada *shadding*, garis diagonal, serta prinsip desain aksesoris dan *balance*; 2) kostum dan aksesoris direalisasikan dengan berpakaian lengan panjang dan celana panjang, menggunakan jubah dan teknik *drappery* pada bagian celana, berbahan kain spandek berwarna putih kombinasi emas, kain bunglon warna merah kombinasi emas, kain hiko warna merah dan kain lurik udan lurik warna merah, aksesoris berupa mahkota, teratai dada, *kelat bahu*, gelang, hiasan pinggang, alas kaki, properti berupa tongkat kendi. Tata rias wajah karakter diwujudkan dengan pengaplikasian alas bedak berwarna merah, membentuk garis-garis yang tajam pada bagian wajah, memberikan kesan tekno dan penggunaan prostetik dengan kesan tradisional; 3) pertunjukan diselenggarakan pada 26 Januari 2019, pukul 13.00 WIB, di gedung Taman Budaya Yogyakarta, dihadiri kurang lebih 850 penonton, pertunjukan berjalan sukses.

Kata kunci: *rias karakter, maha satya di bumi alengka “hanoman duta” kumbakarna.*

**MAKEUP OF KUMBAKARNA CHARACTERS
IN THE PRIVATE TRADITION THEATER'S SHOW
ON EARTH ALENGKA "HANOMAN DUTA"**

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ABSTRACT

The performance of this final project in the theater performances of the Maha Satya tradition on Bumi Alengka "Hanoman Duta" is packaged with a techno display of 60 percent and traditional 40 percent with the aim of; 1) produce costume designs, accessories, property, character make-up and prosthetics on Kumbakarna 2) creating a costume, accessories, property, application of character makeup and installation of Kumbakarna prosthetics; 3) displaying costumes, accessories, property, character make-up and prosthetics on Kumbakarna.

The method used with the 4D development model, namely 1) define the process of finding, gathering and understanding references related to Ramayana stories and traditional theater performances, then the process of analyzing, characteristics of Kumbakarna, source ideas, and the development of ideas; 2) design in the form of planning processes; 3) development in the form of a process of validation of costume design, accessories, property, character and property make-up, and the design of Kumbakarna prototypes; 4) disseminate in the form of the process of disseminating the work displayed in the performance.

The results obtained from the title of the final project work, namely 1) the design of costumes, accessories, and properties applying elements of line, color, size, texture, shape and direction, balance design principles, proportions, accents, unity, character makeup, prosthetics using elements color design, values, lines and accent and balance design principles; 2) costumes and accessories were realized with the concept of a techno and traditional combination, long sleeves and trousers, using robes and drapery techniques on the pants, made of white spandek fabric a combination of gold, red chameleon fabric a combination of gold, red hico cloth and cloth red lyrical striated lurik, accessories in the form of: crown, chest lotus, shoulder rivet, bracelet, waist ornament, footwear, property: a stick. Character makeup is manifested by the application of red foundation, forming sharp lines on the face giving the impression of techno and the use of prosthetics with a traditional impression; 3) the implementation of the theater performance was held on January 26, 2019, at 1:00 p.m. WIB, in the Taman Budaya Yogyakarta building, attended by approximately 850 spectators, the performance which was performed lively and successful.

*Keywords: character makeup, maha satya on bumi alengka "hanoman duta"
kumbakarna*