

TATA RIAS KARAKTER GARUDA SEMPATI DALAM PERGELARAN MAHA SATYA DI BUMI ALENGKA

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ABSTRAK

Pergelaran karya proyek akhir ini bertujuan untuk: 1) menghasilkan rancangan kostum, aksesoris, dan tata rias karakter pada Garuda Sempati pada pertunjukan teater tradisi *Maha Satya di Bumi Alengka*; 2) menciptakan tatanan kostum, aksesoris, dan pengaplikasian tata rias karakter Garuda Sempati dalam pertunjukan teater tradisi *Maha Satya di Bumi Alengka*; 3) menampilkan kostum, aksesoris, dan tata rias karakter pada Garuda Sempati dalam pertunjukan teater tradisi *Mahasatya di Bumi Alengka*.

Metode yang digunakan dengan model pengembangan 4D, yaitu 1) *define* (pendefinisian) proses mencari, mengumpulkan dan memahami referensi terkait cerita Ramayana dan pertunjukan teater tradisi, kemudian proses analisis terhadap aspek cerita *Maha Satya di Bumi Alengka*, karakter Garuda Sempati, karakteristik Garuda Sempati, sumber ide, dan pengembangan sumber ide; 2) *design* (perencanaan) berupa proses perencanaan perancangan kostum, aksesoris, dan tata rias karakter Garuda Sempati; 3) *develop* (pengembangan) berupa proses validasi sebanyak tiga kali terhadap desain kostum, aksesoris, dan tata rias karakter, serta desain *prototype* Garuda Sempati; 4) *desseminate* (penyebarluasan) berupa proses penyebarluasan karya yang ditampilkan pada pertunjukan seni pertunjukan teater tradisi *Maha Satya di Bumi Alengka*.

Hasil yang diperoleh dari gelar karya proyek akhir, yaitu 1) rancangan kostum dan aksesoris menerapkan unsur garis, bentuk, warna, tekstur, serta ukuran dan prinsip desain yang digunakan ialah prinsip *balance*, proporsi, dan *unity*, tata rias karakter dengan unsur garis, warna dan bentuk, serta prinsip desain berupa *balance* dan *unity*; 2) kostum dan aksesoris direalisasikan dengan kostumberkonsep tradisional semi *thecno*, bersayap, menggunakan rompi, berbahan kain beludru berwarna merah pada bagian celana, dan kain lurik berwarna biru dan merah, aksesoris berupa gambar burung garuda kembar, kaset *cd*, lampu *led*, dan kabel, rias wajah karakter diwujudkan dengan pengaplikasian *bodypainting* berwarna biru, dengan penambahan bulu, penambahan efek *3dface painting* pada bagian paruh; 3) penyelenggaraan pertunjukan teater tradisi *Maha Satya di Bumi Alengka* diselenggarakan pada 26 Januari 2019, pukul 12.00 WIB, di gedung *Concer Hall* Taman Budaya Yogyakarta dengan menampilkan tokoh Garuda Sempati, dihadiri kurang lebih 800 penonton, pertunjukan yang ditampilkan berjalan luar biasa dan sukses.

Kata kunci: *rias karakter, pertunjukan maha satya di bumi alengka, hanoman duta, garuda sempati.*

**MAKEUP CHARACTER GARUDA SEMPATI IN THEATRE
OF MAHA SATYA DI BUMI ALENGKA**

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ABSTRACT

The performance of this final project is intended to; 1) making costumes, accessories, and character makeup on Garuda Sempati in the theater performance of the Maha Satya on Bumi Alengka; 2) creating a costume, accessory, and application of the makeup of the character of Garuda Sempati in the theater performance of the Maha Satya on Bumi Alengka; 3) displaying costumes, accessories, and character makeup on Garuda Sempati in the theater performances of the Mahasatya tradition on Bumi Alengka.

The method used with the 4D development model, namely 1) define (define) the process of finding, gathering and understanding references related to Ramayana stories and traditional theater performances, then the process of analysis of aspects of Maha Satya's story on Alengka Earth, Garuda Sempati character, characteristics of Garuda Sempati, source of ideas, and development of sources of ideas; 2) design (planning) in the form of planning processes for costumes, accessories, and makeup of Garuda Sempati characters; 3) development (development) in the form of a validation process for costume design, accessories, and character makeup, as well as the Garuda Sempati prototype design; 4) disseminate (dissemination) in the form of the process of disseminating the work displayed on the performance in the form of theater performance tradition Maha Satya on Bumi Alengka.

The results obtained from the title of the final project work, namely 1) costume design and accessories applying line elements, shapes, colors, textures, and the size and design principles used are the principle of balance, proportion, and unity, character makeup with line elements, color and form, and design principles in the form of balance and unity; 2) costumes and accessories are realized with traditional semi-techno costume, winged, using a vest, made of red velvet fabric on the pants, and blue and red lurik cloth, accessories in the form of twin eagles, cd tapes, led lights and cables, character makeup is realized by the application of blue body painting, with the addition of feathers, the addition of a 3d face painting effect on the part of the beak; 3) the implementation of the Maha Satya theater performance on Bumi Alengka was held on January 26, 2019, at 12.00 West Indonesia Time, in the Concer Hall building of Taman Budaya Yogyakarta, attended by approximately 800 spectators, the performance which was performed was extraordinary and successful.

Keywords: character makeup, maha satya performance on earth alengka, hanoman duta, garuda sempati.