

**PENGEMBANGAN VIDEO ANIMASI 3 DIMENSI
PROFIL IDA DEWA AGUNG ISTRI KANYA
SANG SRIKANDI PERANG KUSAMBA**

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ABSTRAK

Video animasi 3D profil Ida Dewa Agung Istri Kanya Sang Srikandi Perang Kusamba merupakan video profil pejuang wanita yang memiliki peran penting dalam sejarah Perang Kusamba. Penelitian ini bertujuan untuk menghasilkan video animasi 3D profil Ida Dewa Agung Istri Kanya Sang Srikandi Perang Kusamba serta mendeskripsikan respon penonton video animasi 3D profil Ida Dewa Agung Istri Kanya Sang Srikandi Perang Kusamba dengan menggunakan metode *Research and Development* (R&D). Model pengembangan yang digunakan dalam penelitian ini adalah *Multimedia Development Life Cycle* (MDLC) yang memiliki 6 tahapan dalam pengembangan, yaitu *concept*, *design*, *material collecting*, *assembly*, *testing*, dan *distribution*. Hasil penelitian berdasarkan uji ahli isi dan uji ahli media memperoleh koefisien validitas sebesar 1.00, dengan tingkat validitas “Sangat Tinggi” dan hasil uji respon penonton dengan 40 orang responden menunjukkan bahwa sebanyak 97,5% responden memberikan respon dengan kualifikasi “Sangat Positif”, sebanyak 2,5% responden memberikan respon dengan kualifikasi “Positif”, dan sebanyak 0% responden memberikan respon dengan kualifikasi “Cukup Positif”, “Kurang Positif”, dan “Sangat Kurang Positif”. Angka ini menunjukkan bahwa video animasi 3 dimensi profil Ida Dewa Agung Istri Kanya Sang Srikandi Perang Kusamba dapat diterima dengan sangat baik oleh masyarakat khususnya masyarakat Kabupaten Klungkung. Penelitian ini dapat menjadi media informasi yang bermanfaat bagi masyarakat dan selanjutnya dapat dikembangkan lebih maksimal pada bagian pergerakan dan suara karakter untuk menutupi kekurangan dalam penelitian ini, serta dikembangkan menjadi bentuk produk multimedia lain, seperti Game.

Kata Kunci: Animasi 3D, Ida Dewa Agung Istri Kanya, Perang Kusamba, MDLC, Unreal Engine.

**DEVELOPMENT OF A 3 DIMENSIONAL ANIMATED VIDEO
PROFILE OF IDA DEWA AGUNG WIFE KANYA
THE SRIKANDI WAR OF KUSAMBA**

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ABSTRACT

The 3D animated video profile of Ida Dewa Agung Wife Kanya the Heroine of the Kusamba War is a video profile of a female fighter who had an important role in the history of the Kusamba War. This research aims to produce a 3D animation video of the profile of Ida Dewa Agung Istri Kanya the Heroine of the Kusamba War and to describe the response of viewers of the 3D animation video of the profile of Ida Dewa Agung Istri Kanya the Heroine of the Kusamba War using the Research and Development (R&D) method. The development model used in this research is the Multimedia Development Life Cycle (MDLC) which has 6 stages in development, namely concept, design, material collecting, assembly, testing, and distribution. The results of research based on content expert tests and media expert tests obtained a validity coefficient of 1.00, with a validity level of "Very High" and the results of audience response tests with 40 respondents showed that as many as 97.5% of respondents gave responses with the qualification "Very Positive", as many as 2.5% of respondents gave responses with the qualification "Positive", and 0% of respondents gave responses with the qualifications "Quite Positive", "Less Positive", and "Very Less Positive". This figure shows that the 3-dimensional animated video of the profile of Ida Dewa Agung Istri Kanya the Heroine of the Kusamba War was very well received by the community, especially the people of Klungkung Regency. This research can be a useful information medium for society and can then be further developed more optimally in terms of character movements and voices to cover the shortcomings in this research and also be developed into other forms of multimedia products, such as games.

Keywords: *3D Animation, Ida Dewa Agung Istri Kanya, Kusamba War, MDLC, Unreal Engine.*