

**PENGEMBANGAN FILM ANIMASI 3 DIMENSI SEJARAH HUKUM
TAWAN KARANG**

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ABSTRAK

Tujuan penelitian ini adalah untuk mengimplementasikan sebuah Film Animasi 3D Sejarah Hukum Tawan Karang. Sebelumnya sejarah hukum tawan karang belum banyak orang yang mengetahui istilah hukum tawan karang itu sendiri, berdasarkan hasil angket yang sudah tersebar ternyata banyak masyarakat yang tidak mengetahui apa itu Hukum Tawan Karang. Mereka hanya pernah mendengarnya tetapi tidak jelas mengetahui arti hukum tawan karang. Penelitian ini diambil dari sebuah permasalahan di museum Soenda Ketjil yang terletak di kawasan eks.Pelabuhan Buleleng, Singaraja yaitu minimnya informasi tentang Hukum Tawan Karang yang berdampak pada jumlah pengunjung yang datang ke museum. Bahkan tidak sedikit masyarakat asli Buleleng yang belum mengetahui sejarah hukum tawan karang. Selain itu adanya koleksi-koleksi pajangan yang kurang memiliki inovasi baru sehingga jumlah pengunjung museum mengalami penurunan. Museum Soenda Ketjil juga termasuk museum yang baru dibuka sehingga perlu adanya sebuah koleksi baru yang dapat meningkatkan jumlah pengunjung. Film Animasi 3D Sejarah Hukum Tawan Karang dapat menambah wawasan masyarakat mengenai Hukum Tawan Karang. Film Animasi 3D Sejarah Hukum Tawan Karang menggunakan metode *Multimedia Development Life Cycle*, yang memiliki 6 tahapan diantaranya yaitu *concept*, *design*, *material collecting*, *assembly*, *testing* dan *distribution*. Beberapa pengujian dilakukan pada film animasi ini dari pengujian ahli isi yang mendapat hasil 100%, pengujian ahli media mendapat hasil 100% dan pengujian respon pengguna mendapat respon 5% sangat positif, 92% positif dan 3% cukup positif sehingga film animasi ini dikatakan dalam katagori baik.

Kata kunci : Hukum Tawan Karang, Film Animasi 3D, Museum Soenda Ketjil

***THE DEVELOPMENT OF 3 DIMENSIONAL ANIMATED FILM IN
HISTORY OF CORAL TAWAN***

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ABSTRACT

The purpose of this research is to implement the 3D animation film about the history of the Tawan Karang Law. Previously, there were not many people who knew the term captive coral law itself. Based on the results of a questionnaire that had been spread, it turned out that many people did not know what the Tawan Karang Law was. They have only heard of it but were not clear about the meaning of the law of captivity. This research was taken from a problem in the Soenda Ketjil museum which is located in the former Buleleng harbor, Singaraja, namely the lack of information about the Tawan Karang Law which has an impact on the number of visitors who come to the museum. Not even a few native Buleleng people do not know the legal history of captive coral. Besides that, there are display collections that lack new innovations so that the number of visitors to the museum has decreased. Soenda Ketjil Museum is also a recently opened museum, so there is a need for a new collection that can increase the number of visitors. The 3D Animated Film The History of Tawan Karang Law can broaden people's insight about the Tawan Karang Law. 3D Animation Film History of Tawan Karang Law used the Multimedia Development Life Cycle method, which has 6 stages including concept, design, material collecting, assembly, testing, and distribution. Some of tests were carried out on this animated film from content expert testing who got 100% results, media expert testing got 100% results and testing user responses got 5% very positive responses, 92% positive and 3% positive enough so that this animated film was said in the category well.

Keywords: *Tawan Karang Law, 3D Animated Film, Soenda Ketjil Museum*