ABSTRACT

Puppetry is a form of theater or show that involves the manipulation of the shadow puppet, which often resembles some kind of human or animal figure, which is manipulated or manipulated by a man called puppeteer. Such performances are also known as wayang golek. In practice, the form of the theater is always using a traditional tool in the form of dolls that are moved by hand or rope.

This research is conducted so that the performance of marionette theater can be enjoyed in a digital way and can be useful as entertainment media and learning for all circles. Using multiple retargeting methods, the show will feature some puppets that will follow the movements of the puppeteers naturally, but they will follow in the natural movement of dolls that have limitations because marionettes and humans are different. Presentation of accuracy in general system design and testing is different due to several factors, one of which is the tool calibration at the time the program is run, the test is obtained in the first 75.75% and the second is 59.24%.

Keywords: puppet show, puppetry, marionette, multiple retargeting