ABSTRACT

Indonesia has a diverse wealth. Some of them are Bujang Ganong masks which are an important part of the art of Reog Ponorogo and batik. Therefore, we must maintain and preserve it. One effort is to explore new patterns to be used as motifs on batik. Batik motifs are very diverse, ranging from objects, animals, even plants, and many are used as motifs on batik. For this study, the pattern used for batik is the pattern of types of animals and objects in web-based applications.

There are various types of animals in the world and each type has its own characteristics and uniqueness. From the uniqueness of these animals, especially their shape, this can be used as a new pattern that can be used to develop batik motifs. One of the types of animals that have been defined for the development of motifs at this time is writing the animal the crab with the latin name of the genus Macrophthalmus Fusculatus.

Likewise with objects, there are also various kinds of objects in this world that can be used as new patterns for the development of batik. The object used in this study is the Bujang Ganong mask.

This research was carried out by designing batik designs using motifs from animal combination objects. Namely animals with the Latin name of the genus Macrophthalmus Fusculatus and Bujang Ganong masks that are webbased. The development of this batik design still needs to be developed again. In addition, we can also combine traditional handicrafts with computer technology and mathematical calculations, which can create new creative arts.

Keyword: Batik, Random walk, Genus Macrophthalmus Fusculatus, Bujang Ganong Mask