

## **ABSTRACT**

*Batik is one of Indonesia's ancestral heritage which is generally represented in 2 (two) dimensions media. The popularity of patterns and high aesthetic values make batik in great demand in various fields, especially in industry. The combination of colors with various patterns makes batik look unique. The uniqueness of batik must continue to exist among the many modern motifs as a result of globalization.*

*The emergence of modern motifs does not necessarily become a threat to the existence of batik in the archipelago. It is precisely the combination between the two will create modern batik so that its existence is maintained. Variations in batik motifs can not be separated from the creative ideas of the generations who want to develop it. So that it does not rule out if the batik motif is not only inspired by various types of plants, but also animals, such as marine biota and others. Moreover, Indonesia's position as a maritime country has made Indonesia possess a wealth of biota. The wealth of this biota can be used as a source of inspiration for making batik motifs.*

*In this Final Project, a pattern of the form of marine life has been developed, precisely a spiral-shaped sea mollusc known as the nautilus. Making this motif uses the random walk and cellular automata method.*

**Key Words :** *motif, web, nautilus, batik, web browser, Random Walk, Cellular Automata*