

**DESIGNING AUGMENTED REALITY
ILLUSTRATION BOOK REGARDING
THE STRUGGLE OF CUT NYAK DHIEEN**



FINAL PROJECT REPORT

**Nabilah Fitriadi
00000063525**

**VISUAL COMMUNICATION DESIGN STUDY PROGRAM
FACULTY OF ART AND DESIGN
UNIVERSITAS MULTIMEDIA NUSANTARA
TANGERANG
2025**

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ILLUSTRATION BOOK REGARDING
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FINAL PROJECT REPORT

**Submitted as a Requirement to Obtain
a Bachelor's Degree in Visual Communication Design**

Nabilah Fitriadi

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**VISUAL COMMUNICATION DESIGN STUDY PROGRAM
FACULTY OF ART AND DESIGN
UNIVERSITAS MULTIMEDIA NUSANTARA
TANGERANG
2025**

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PREFACE

The author would like to express the deepest gratitude to God for his blessings and guidance until the end of the final project. The author also extends the sincerest appreciation to lecturers, advisors, friends and families for their support and feedback throughout the entirety of the project. The experience gained from doing this project has brought several insights into the author, providing knowledge and understandings that shaped the project. Additionally, the author appreciates the participants during this research for their valuable insights, which helped form the basis of this project. The author would also like to thank the people who helped or participated in this project and provided numerous support in accomplishing the research.

I send my regards to:

1. Dr. Andrey Andoko, as the Rector of Universitas Multimedia Nusantara.
2. Muhammad Cahya Mulya Daulay, S.Sn., M.Ds., as the Dean of Art and Design Faculty in Universitas Multimedia Nusantara.
3. Fonita Theresia Yoliando, S.Ds., M.A., as the Head of Visual Communication Design in Universitas Multimedia Nusantara.
4. Hadi Purnama, S.Ds., M.M. as the author's Advisor who granted guidance, direction and motivation that helped the accomplishment of this final project.
5. My family who offered both moral and material support, which helped the completion of this final project.
6. Darwin Purnomo as the Social and History teacher in Binus School Serpong, Descinta Salsabila and Intandwi Aryani for being the interviewee in student's experience in learning history, Focus Group participants and Agus Mediarto as the history and Cut Nyak Dhien expert for providing information required to accomplish this project.

To the author, history is more than just remains and records of the past, it is a rich source of stories, values and inspiration that should be carried on to the modern day. Cut Nyak Dhien's story is a testament to bravery, resilience and patriotism, qualities that are relevant to the author's aspirations as a hero. Through this project, the author hopes to inspire future artists, designers, and educators to reimagine history through innovative storytelling and technology

Tangerang, 9 Juni 2025



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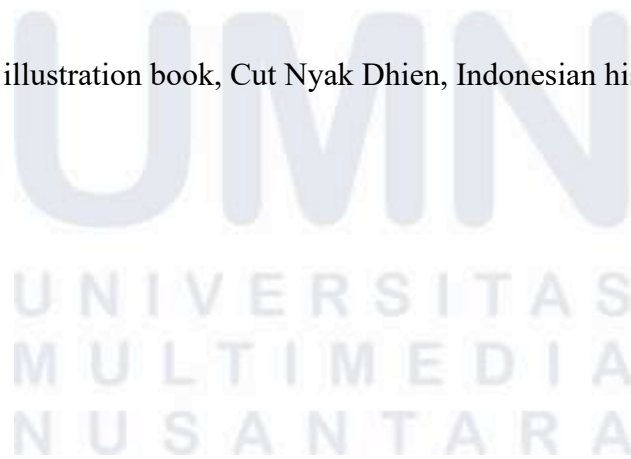
DESIGNING AUGMENTED REALITY ILLUSTRATION BOOK REGARDING THE STRUGGLE OF CUT NYAK DHIEEN

(Nabilah Fitriadi)

ABSTRACT

Indonesian history plays a vital role in shaping a nation's identity and patriotism, with stories of heroic figures like Cut Nyak Dhien that embodies qualities of fortitude and resilience that remains relevant to the modern generation. However, there has been a decline in student's interest in learning history due to traditional learning methods that are still used despite an era dominated by modern technology. The rise of Augmented Reality (AR) presents new opportunities in education as it is a tool that can help boost student's learning experience. AR has features such as interactivity, engagement and visuals that can elevate the issues traditional media has. This research aims to develop the design of an AR-based illustration book regarding the struggle of Cut Nyak Dhien's struggle. The design development follows the process of Luther's Multimedia Development Life Cycle (MDLC) method to ensure both the printed and digital media provide a user experience suitable to its users.

Keywords: AR illustration book, Cut Nyak Dhien, Indonesian history



PERANCANGAN BUKU ILUSTRASI AUGMENTED REALITY

MENGENAI PERJUANGAN CUT NYAK DHIEEN

(Nabilah Fitriadi)

ABSTRAK (Bahasa Indonesia)

Sejarah Indonesia memainkan peran penting dalam membentuk identitas dan patriotisme suatu bangsa, dengan tokoh-tokoh pahlawan seperti Cut Nyak Dhien yang mewujudkan kualitas ketahanan dan ketangguhan yang tetap relevan bagi generasi modern. Namun, terdapat penurunan minat siswa dalam mempelajari sejarah akibat metode pembelajaran tradisional yang masih digunakan meskipun di era yang didominasi oleh teknologi modern. Munculnya Augmented Reality (AR) memberikan peluang baru dalam pendidikan karena merupakan alat yang dapat membantu meningkatkan pengalaman belajar siswa. AR memiliki fitur seperti interaktivitas, keterlibatan, dan visual yang dapat mengatasi masalah yang dihadapi media tradisional. Penelitian ini bertujuan untuk mengembangkan desain buku ilustrasi berbasis AR mengenai perjuangan Cut Nyak Dhien. Pengembangan desain mengikuti proses metode Siklus Hidup Pengembangan Multimedia (MDLC) Luther untuk memastikan bahwa baik media cetak maupun digital memberikan pengalaman pengguna yang sesuai bagi penggunanya.

Kata Kunci: *Buku ilustrasi AR, Cut Nyak Dhien, Sejarah Indonesia*

TABLE OF CONTENTS

TITLE PAGE	i
NO PLAGIARISM STATEMENT PAGE.....	ii
VALIDATION PAGE.....	iii
SCHOLAR WORK PUBLICATION CONSENT PAGE	iv
PREFACE.....	v
ABSTRACT	vii
<i>ABSTRAK (Bahasa Indonesia)</i>	viii
TABLE OF CONTENTS.....	ix
LIST OF TABLES	xii
LIST OF FIGURES	xiii
LIST OF ATTACHMENTS.....	xv
CHAPTER I INTRODUCTION.....	1
1.1 Background.....	1
1.2 Problem Statement.....	3
1.3 Research Scope	3
1.4 Research Objective.....	4
1.5 Research Benefits	4
CHAPTER II LITERATURE REVIEW.....	5
2.1 Book Design	5
2.1.1 Types of Books.....	5
2.1.2 Book Anatomy	6
2.1.3 Grid Systems in Books.....	7
2.1.4 Typography in Books.....	8
2.1.5 Illustration in Books.....	11
2.1.6 Color Theory in Books.....	12
2.1.7 Augmented Reality Books	16
2.2 Augmented Reality.....	16
2.2.1 Types of Augmented Reality	16
2.2.2 Components of AR.....	18
2.2.3 Applications of AR.....	19
2.2.4 Augmented Reality in Digital Era	20

2.3 3D Assets	21
2.3.1 3D Character Workflow	21
2.4 Cut Nyak Dhien	27
2.4.1 Aceh War	27
2.4.2 Key Figures and Characters	29
2.4.3 Story of Cut Nyak Dhien	31
2.5 Relevant Studies	33
CHAPTER III DESIGN METHODOLOGY	35
3.1 Subject of Design	35
3.2 Design Method and Procedure	36
3.3 Design Technique and Procedure	38
3.3.1 Questionnaire	39
3.3.2 Interview	44
3.3.3 Focus Group Discussion	51
3.3.4 Existing Studies	53
BAB IV DESIGN RESULTS AND ANALYSIS.....	54
4.1 Design Results.....	54
4.1.1 Concept	54
4.1.2 Design	77
4.1.3 Material Collecting.....	82
4.1.4 Assembly	95
4.1.5 Testing	97
4.1.6 Distribution.....	102
4.1.7 Closing.....	102
4.2 Design Analysis.....	102
4.2.1 Beta Test Analysis	102
4.2.2 Book Design Analysis.....	106
4.2.3 Character Cards Analysis	109
4.2.4 Bookmark Design Analysis	110
4.2.5 3D Figure Analysis	111
4.2.6 Budgeting	111
CHAPTER V CLOSING.....	114

5.1 Conclusion.....	114
5.2 Suggestion	115
BIBLIOGRAPHY	xvi



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LIST OF TABLES

Table 2.1 Relevant Studies.....	33
Table 3.1 Questionnaire Part One	40
Table 3.2 Questionnaire Part Two	41
Table 3.3 Questionnaire Part Three	42
Table 3.4 Questionnaire Part Four	43
Table 3.5 Interview Questions for High School Teacher Part One.....	45
Table 3.6 Interview Questions for High School Teacher Part Two	46
Table 3.7 Interview Questions for High School Teacher Part Three	46
Table 3.8 Interview Questions for High School Students Part One.....	47
Table 3.9 Interview Questions for High School Students Part Two	48
Table 3.10 Interview Questions for High School Students Part Three	48
Table 3.11 Interview Questions for Cut Nyak Dhien Expert.....	49
Table 3.12 Interview Questions for Book Expert	51
Table 3.13 List of Focus Group Discussion Questions.....	52
Table 4.1 Result of Questionnaire Part One.....	54
Table 4.2 Result of Questionnaire Part Two	55
Table 4.3 Result of Questionnaire Part Three	55
Table 4.4 Result of Questionnaire Part Four and Five.....	55
Table 4.5 Result of Questionnaire Part Six.....	56
Table 4.6 Result of Questionnaire Part Seven	56
Table 4.7 Result of Questionnaire Part Eight.....	57
Table 4.8 Results of Questionnaire Part Nine.....	57
Table 4.9 Results of Questionnaire Part 10.....	58
Table 4.10 Results of Questionnaire Part 11	58
Table 4.11 Results of Questionnaire Part 12.....	58
Table 4.12 Results of Questionnaire Part 13.....	59
Table 4.13 Results of Questionnaire Part 14.....	59
Table 4.14 Results of Questionnaire Part 15.....	60
Table 4.15 Results of Questionnaire Part 16.....	60
Table 4.16 SWOT Analysis of Mari Mengenal Cut Nyak Dhien	70
Table 4.17 SWOT of Cut Nyak Dhien: Pahlawan Wanita Aceh	71
Table 4.18 SWOT Analysis of The Little Prince	73
Table 4.19 Beta Test Questions	103
Table 4.20 Budgeting Table for 1 Book	111
Table 4.21 Budgeting Table for 100 Sets of Secondary Media	112
Table 4.22 Budgeting Table of 100 Sets of Books and Secondary Media	112

LIST OF FIGURES

Figure 2.1 Anatomy of a Book.....	6
Figure 2.2 Manuscript Grid.....	8
Figure 2.3 Text Alignments	9
Figure 2.4 Historical Book Faces.....	9
Figure 2.5 Contemporary Book Faces	10
Figure 2.6 Display Faces.....	10
Figure 2.7 Spread Illustration.....	11
Figure 2.8 Single Spread Illustration	12
Figure 2.9 Primary Colors.....	13
Figure 2.10 Values	14
Figure 2.11 Saturation of Colors.....	15
Figure 2.12 Marker Based AR	17
Figure 2.13 Markerless AR.....	17
Figure 2.16 Pokémon Go	20
Figure 2.17 Igor Sid's Diablo 4 Character Concept.....	22
Figure 2.18 Vertex, Edge and Face.....	22
Figure 2.19 3D Sculpting of a Head	23
Figure 2.20 Building Forms in Digital Sculpting	24
Figure 2.21 UV Unwrapping	25
Figure 2.22 UV Unwrap to Texturing.....	25
Figure 2.23 Rig to Animation	26
Figure 3.1 Multimedia Development Life Cycle	37
Figure 4.1 In-depth Interview with Darwin Purnama	61
Figure 4.2 Interview with Descinta Salsabila	62
Figure 4.3 Interview with Intandwi Aryani.....	64
Figure 4.4 Interview with Agus Mediarto.....	65
Figure 4.5 Cover of Mari Mengenal Cut Nyak Dhien	69
Figure 4.6 Cover of Cut Nyak Dhien: Pahlawan Wanita Aceh	71
Figure 4.7 Cover of The Little Prince	72
Figure 4.8 Brainstorming Characters and Environments.....	75
Figure 4.9 Timeline of Cut Nyak Dhien's Story.....	75
Figure 4.10 Rough Layout Plan for the Book	76
Figure 4.11 Mindmap.....	76
Figure 4.12 User Persona	77
Figure 4.13 Big Idea.....	78
Figure 4.14 References.....	78
Figure 4.15 Moodboard.....	79
Figure 4.16 Book Layout	79
Figure 4.17 Book Katern.....	80
Figure 4.18 Typeface Exploration.....	80

Figure 4.19 Typeface Bevel Emboss	81
Figure 4.20 Color Palette	81
Figure 4.21 Basic Blocking.....	82
Figure 4.22 Blocking to Sculpting	83
Figure 4.23 Sculpting Progress	83
Figure 4.24 Texturing.....	84
Figure 4.25 Texturing Render.....	84
Figure 4.26 Hair Cards.....	85
Figure 4.27 Clothes in Marvelous Designer	85
Figure 4.28 Character Checkpoint	85
Figure 4.29 Rencong Modelling	86
Figure 4.30 Rencong Texturing	86
Figure 4.31 Rencong Render	87
Figure 4.32 Cut Nyak Dhien Headshot.....	87
Figure 4.33 Teuku Umar Progress	87
Figure 4.34 Panglima Polem Progress	88
Figure 4.35 Van Heutsz Progress.....	88
Figure 4.36 3D Blocking.....	88
Figure 4.37 Camera Layout	89
Figure 4.38 Placing Characters	89
Figure 4.39 Lighting and Render Setup	89
Figure 4.40 Paintover in Photoshop.....	90
Figure 4.41 Final Base 3D Renders	90
Figure 4.42 Photoshop Paintovers	91
Figure 4.43 Scenes Photoshop	91
Figure 4.44 Character Optimization.....	95
Figure 4.45 Vuforia Database	95
Figure 4.46 Unity Vuforia Setup.....	96
Figure 4.47 Vuforia AR Testing	96

LIST OF ATTACHMENTS

Turnitin Attachments	xix
Counselling Form Attachments	xxi
Non-Disclosure Statement and Non-Disclosure Agreement.....	xxiii
Questionnaire Results.....	xxxiv
Beta Test Questions.....	xl
Interview Documentation.....	xlv
Alpha Test Documentation	xlvi
Beta Test Documentation.....	xlvi
Transcript of Interview with Darwin Purnomo	xlvii
Transcript of Interview with Descinta Salsabila	lii
Transcript of Interview with Intandwi Aryani	lvi
Transcript of Interview with Agus Mediarto	lx
Transcript of Interview with Gufront Vedian	lxvii
Transcript of Focus Group Discussion.....	lxx
Transcript of Beta Test 1 – In-depth Interview 1	lxxvii
Transcript of Beta Test 2 – In-depth Interview 2	lxxx
Transcript of Beta Test 3 – In-depth Interview 3	lxxxiv

