

ABSTRAK

Digitalisasi koleksi artefak merupakan langkah penting untuk menjembatani warisan budaya Sunda dengan kebutuhan masyarakat di era digital. Melalui proyek ini, beberapa artefak pilihan dari Museum Sri Baduga diubah menjadi aset digital berbentuk model 3D yang dapat ditampilkan kembali secara lebih menarik dan interaktif. Proses digitalisasi dilakukan dengan pendekatan observasi langsung terhadap artefak, pengambilan dokumentasi visual, pencatatan karakteristik objek, hingga pembuatan model 3D dan tekstur yang menyerupai bentuk aslinya. Artefak yang dipilih mewakili lima segmen koleksi utama museum, mulai dari prasasti batu tulis hingga permainan tradisional seperti congklak. Total 15 objek didigitalisasi dan disiapkan dalam format .obj untuk digunakan dalam berbagai *platform*, termasuk aplikasi berbasis *Augmented Reality*. Melalui pendekatan ini, koleksi museum dapat diakses secara lebih luas, mendukung pelestarian budaya, dan memberi pengalaman belajar yang lebih relevan bagi generasi masa kini.

Kata kunci: Digitalisasi, Artefak, Model 3D.

The digitalization of artifact collections is an important step in bridging Sundanese cultural heritage with the needs of society in the digital age. Through this project, selected artifacts from the Sri Baduga Museum have been transformed into digital assets in the form of 3D objects that can be presented in a more engaging and interactive way. The digitalization process was carried out through direct observation of the artifacts, visual documentation, recording of object's characteristics, and the creation of 3D models and textures that closely resemble the originals. The selected artifacts represent the museum's five main collection segments, ranging from the batu tulis Inscription to traditional games like congklak. A total of 15 objects were digitized and prepared in .obj format for use across various platforms, including Augmented Reality applications. This approach allows the museum's collection to be more widely accessible, supports cultural preservation, and provides a more relevant learning experience for today's generation.

Keyword: Digitalization, Artefact, 3D Model.