

ABSTRACT

Batik is an Indonesian cultural heritage and identity. Batik comes from the Javanese language that is “amba” means write and “nitik” means point, which means writing point. Batik is a craft that has high artistic value and has been a part of Indonesian culture for a long time. In the past, making batik was only done by hand, this process certainly took a long time. The development of technology changed the process of making batik from writing and stamp, then it was done with a printing machine. The Indonesian is obliged to maintain the preservation of this batik culture. One way to preserve batik art is to develop various kinds of unique and varied batik motifs. In this study, the pattern to be developed into a batik motif is Malaclemys terrapin turtle shell. This study aims to develop a pattern on the Malaclemys terrapin turtle shell into a new batik motif using the Random Walk method, and the results of the development of the batik motif will be implemented into an image in a web browser.

Keywords : *Batik, Malaclemys terrapin, Random Walk, Web Browser .*