

## BAB V

### PENUTUP

#### A. Kesimpulan

Limbah makanan (*food waste*) menjadi pokok persoalan yang di semua negara. Masalah ini tidak banyak mendapat perhatian atau tindakan dari pemerintah ataupun masyarakat. Isu ini menarik apabila diangkat menjadi karya seni, seperti yang dilakukan salah satu seniman Antonius O. Wiriadjaja (*Foodmasku*) ketika merespons fenomena Covid-19. *Foodmasku* menciptakan karya topeng wajah, terkait dengan himbauan pemerintah memakai masker, dimana topeng tersebut dari berbahankan makanan, buah-buahan, sayuran, maupun benda. Melalui karyanya, ia menyuarakan kepedulian terhadap limbah makanan dengan memotivasi semua orang untuk mengakhiri pemborosan makanan demi praktik berkelanjutan (*sustainability*). Karya topeng/masker tersebut kemudian dikaji maknanya melalui penelitian ini dengan fokus pada isu lingkungan dengan pendekatan metafora visual.

Hasil penelitian menunjukkan bahwa perwujudan/bentuk karya *self-video* *Foodmasku* secara keseluruhan menggunakan kamera statis dengan *single angle*, menyertakan audio (lagu/musik) dan terkadang memakai teks *captions*. Subjek (seniman Antonius O. Wiriadjaja) pada karya *self-video* *Foodmasku*, dengan kostum hariannya beradegan menyusun topeng/masker dengan menggunakan properti tetumbuhan (sayuran dan buah-buahan), makanan, dan terkadang juga benda.

Di balik karya *self-video* Foodmasku ditemukan makna (arti) tentang etika lingkungan Biosentrisme, bahwa setiap makhluk hidup mempunyai nilai dan berharga bagi kehidupan di semesta ini, sehingga harus dilindungi dan dilestarikan. Makna tersebut tercermin dari penggunaan metafora *Phytomorphic* dengan struktur metafora Penggantian (*Replacement*).

## **B. Saran**

Penelitian dengan objek *self-video* Foodmasku ini menyisakan ruang yang dapat dilakukan penelitian lanjutan di masa yang akan datang oleh siapapun. Berbagai komponen menarik yang layak diteliti lebih lanjut, yakni penggunaan ilustrasi musik untuk meningkatkan nuansa emosional dan narasi yang ingin diungkapkan oleh topeng wajah. Lebih jauh lagi, pemilihan properti dapat menjadi topik penelitian juga, khususnya dalam hal pemilihan bahan yang lebih beragam dan baru untuk menghasilkan tekstur, warna, dan bentuk yang lebih ekspresif. Selain itu, animasi tampaknya juga dimanfaatkan oleh Foodmasku akhir-akhir ini, hal tersebut juga menarik dikaji tentang bagaimana animasi diintegrasikan pada karya topeng wajah makanan.

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