



Siak Palace Inspiration for Gala Evening Party Dressmaking

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Abstract. Inspiration for dressmaking can come from various sources, such as nature and the surrounding environment, culture and traditions, film, music, and art; textiles and fabrics; and architecture and interior design. Indonesia has many heritage buildings that can be a source of inspiration in gala evening party dressmaking, one of which is the Siak Palace in Riau. Siak Palace is one of the heritage buildings that can be a source of inspiration in fashion creation. Some elements of Siak Palace that can be used as inspiration in designing clothing include colors, ornamental motifs, shapes, textures, and traditional Malay clothing. In evening party dressmaking, inspiration from Siak Palace can be taken from the forms of decoration found in buildings and furniture in the palace. In addition, the dominant colors in Siak Palace, such as red, gold, and green, can be a color choice for elegant and magnificent party clothes. The shapes of objects in Siak Palace, such as jewelry, wood carvings, and wicker, can also inspire details on clothing. By combining elements from Siak Palace with modern fashion designs, it can produce unique and stunning party clothes. Gala evening party dressmaking with silhouette A with elements of white and gold, bustier with a princess line, 1/2 circle skirt that has a cleavage on the front, a long shawl on each sleeve, cone-shaped padding variations, using wrap buttons and Japanese zipper, decoration in some parts is one embodiment of the creation of party fashion with the source of the idea of the Siak palace. By taking inspiration from Siak Palace, people can appreciate Indonesian culture and history. In this case, party fashion is not only an ordinary outfit but also a medium to introduce the richness of Indonesian culture and history to the world.

Keywords: Siak palace, fashion inspiration, gala evening party dressmaking.

INTRODUCTION

Fashion is one of the essential needs for humans after food. This is because clothing symbolizes a person's personality (Hasan et al., 2011). With fashion, a person's confidence can increase. The need to use clothing is to protect the body, as self-identity, profession, traditional symbols, status, and fashion. The use of clothing is adjusted to the occasion of use, for example, recreational clothing, school clothing, work wear, party clothing, casual clothing, and sports clothing. Party fashion is clothing that has a luxurious and unique look from everyday fashion.

The development of fashion trends in Indonesia is strongly influenced by European and Asian cultures, both in materials and design. The selection of regional clothing, such as kebaya for party events, is mainly done by adult women, while younger women usually choose clothes with Western style. Even Korean trends continue to be the fashion style of teenagers today. Often, similar forms of clothing on a party occasion make fashion wearers less comfortable Wulandari & Sugiyem, 2023). This is a challenge for designers to create unique and attractive clothing.

An idea is a thought, concept, or mental picture, which is sometimes imaginary without having anything to do with reality (Weiner, 1996). The design process begins with the birth of an idea first (Wijaya, 1999). According to Wisri, everything that can generate someone's idea to create a new idea design is called an idea source (Mamdy, 1978). Meanwhile, according to Widjningsih (1982), the source of ideas is everything that stimulates the birth of something

new. Based on the opinions of the experts above, the source of ideas is everything that is used as inspiration to create a new design.

To foster originality, sources of inspiration play a decisive role during the creative stage of the design process (Nafila, 2014). To create a new design, a designer can look at and pick up various objects to serve as a source of ideas. These objects can be in the form of clothing, objects found in the surrounding environment, and various important events that occur at the national and international levels.

Indonesia has many heritage buildings that can be a source of inspiration in creating party fashion. Inspiration that can be taken from heritage buildings includes architectural motifs, colors, shapes, textures, and eras. Architectural motifs such as wood carvings, reliefs, and ceiling or wall decorations can be adapted through applications, embroidery, or borders on party clothing. The color of the building can be a color choice for classic and elegant party clothes. The shape of details in heritage buildings can be detailed on clothing such as arms, neckline, or waist. Textures in heritage buildings such as natural stone, wood, and ceramics can be adapted into fashion designs by using fabrics that have the same texture or adding accessories such as fur or knitting to clothing. The era of heritage collateral can inspire fashion by adopting styles and characteristics from that era into fashion design. Some examples of heritage buildings in Indonesia and elements that can be used as inspiration in fashion design are Borobudur temple, Prambanan temple, Joglo house, and King Palace.

Istana Siak is one of the heritage buildings that can be a source of inspiration in fashion creation. Siak Palace is a palace located in the city of Siak Sri Indrapura, Riau, Indonesia. This palace was built in the 18th century and became the center of power of the Siak Sri Indrapura Sultanate (Rijal, 2018). Siak Palace has breathtaking artistic architectural beauty and decorations and high historical value. By combining elements from Siak Palace with modern fashion designs, it can produce unique and stunning party clothes. However, it is also essential to pay attention to cultural and ethical aspects in using inspiration from Siak Palace and ensure no misappropriation or violation in its use.

METHOD

The method used is the Project Based Learning (PBL) method, where students learn in practical situations, encourage the creation of finished products based on student experience, and motivate the cultivation of student abilities in all aspects of the process (Liu et al., 2019). Project-based teaching refers to a learning method in which students complete a specific project according to certain requirements and standards within a certain period under the guidance and assistance of the teacher (Liu & Zhong, 2002). Party dressmaking begins with creating designs by reviewing the source of ideas, making mood boards, and presenting images. The next step is drawing to finish the dressmaking. At the same time, the evaluation is carried out to assess the results of clothing based on suitability with the source of ideas and total fashion look.

RESULTS AND DISCUSSION

One of the historical relics that still exists today is the Siak Palace. Siak Palace was built in Riau with Malay, European, and Middle Eastern architecture. This palace has a symmetrical shape, and the building is predominantly white, as seen in **FIGURE 1**. There are dome-shaped pillars and arches in some parts of the building that are often designed and used in luxury buildings in the Middle East and Europe. The end of the pillar is conical, and four pairs of eagles symbolize courage. All doors and windows have the shape of a dome, using decorations in the form of glass mosaics so that accessories in the palace are reflected in all directions.



FIGURE 1. Siak Palace
(Source: <https://pesonasiak.id/a> figure)

The trend taken in this creation is the *culturo-prasada* trend. *Culturo* which can also be called culture is the result of human activities and inner creation, such as beliefs, arts, and customs. At the same time, *prasada* comes from Sanskrit, which means temple building or palace. Based on these trends, the clothes created emphasize diverse shapes and architecture and have unique details. The following **FIGURE 2** is a mood board of trend forecasting in the theme of *culturo-prasada*, with the source of the idea of a historical heritage building in the city of Riau, namely Siak Palace.



FIGURE 2. Mood board of Siak Palace evening party dressmaking.

The application of the theme to the design is located in padding, belts, and scarves. The use of cone-shaped padding variations such as the end of the palace pillar, the decoration that hangs on the belt forms a dome shape like a door or palace windows, the wing-shaped corner on the belt is taken from the Siak palace decoration in the form of an eagle bird above the palace, the shawl if it looks like sturdy and high pillars on the palace.

The drawing presentation techniques used include design sketching, production sketching, and presentation drawing. Here is a design visualization with some image presentation techniques. The gala evening party dressmaking design with the source of the Siak Palace idea is in the form of an A-line silhouette dress and consists of one piece. Design sketching is the development of ideas as quickly as possible on a piece of paper (Widarwati, 2000). Fashion sketches express designers' ideas (Ji et al., 2002). According to Arifah, sketch design describes a sketch of a fashion model to be developed from ideas in mind and then poured directly or spontaneously on a working paper, clearly including the details of the fashion model in question (Riyanto, 2003). Production sketching is a sketch of a fashion

model drawn complete with the anatomy of the body, face, and back, along with its description. A presentation drawing is a presentation or collection image shown to customers (Widarwati, 2000). A presentation drawing is a design of a fashion model that is entirely drawn on the face and back of a specific body pose or a fashion image plus the desired color and pattern (Poespo, 2000).

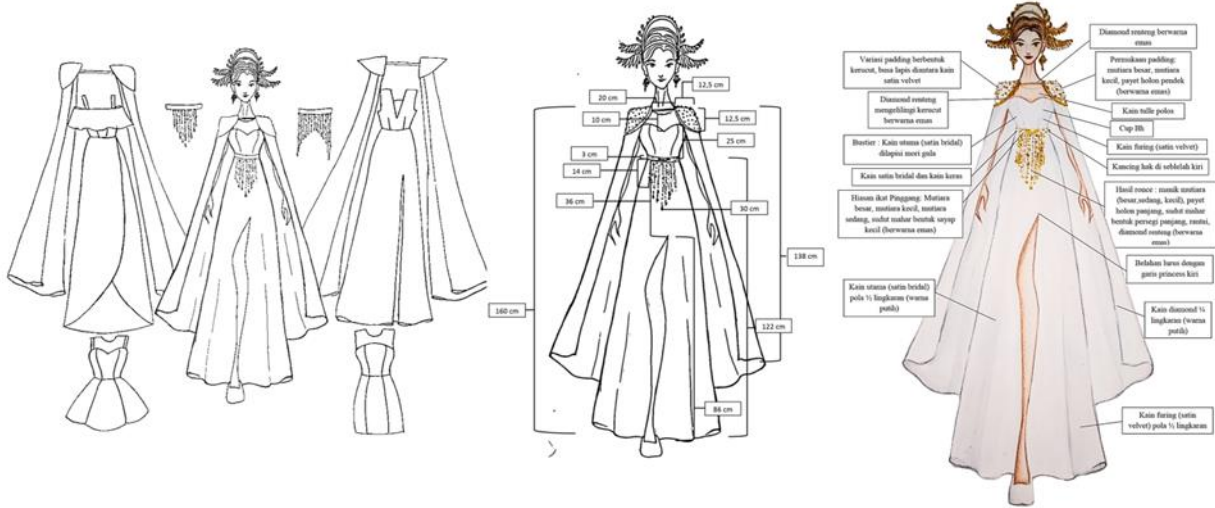


FIGURE 3. Design sketching, production sketching, and presentation drawing.

Ornamental design is a design that describes the details of the decoration that will be used to beautify the work of clothing (Muliawan, 2002). Well-designed decorations will add beautiful value to the outfit. Some decorations used in this gala evening party outfit are plain pearl sequins of sizes (small, medium, and large), chains, holon sequins, dowry corners, and diamonds. This clothing decoration includes decorations on the shoulders, decorations on the waist, hairdo decorations, masks, and earrings.

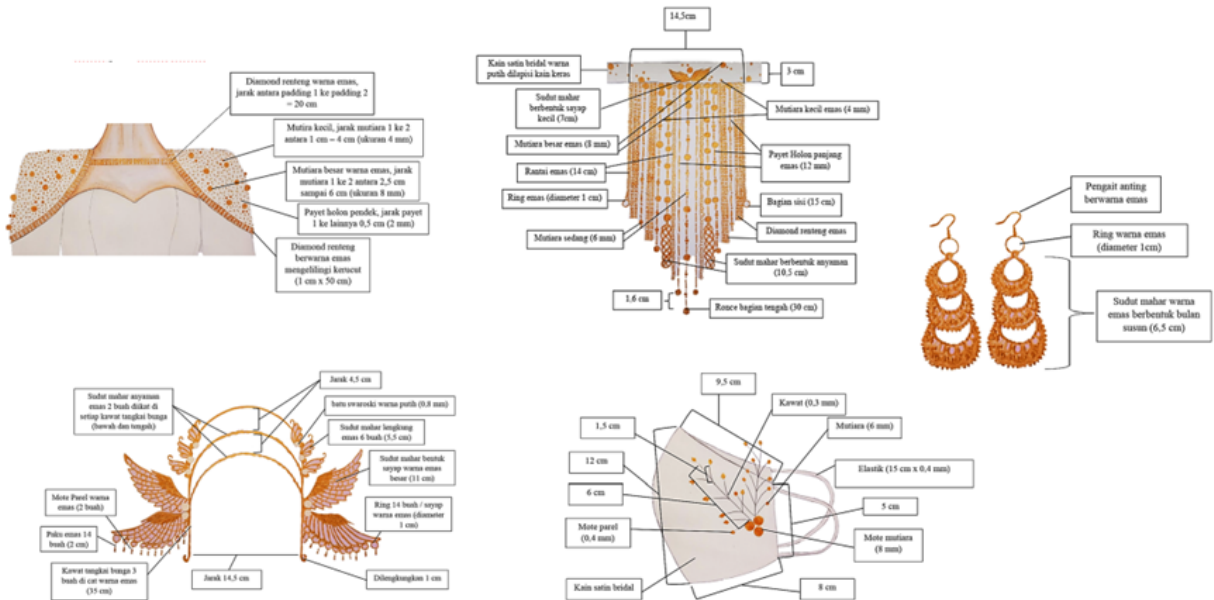


FIGURE 4. Decorative design

Pattern-making is the most critical of all product development processes. Clothing pattern-making is designing outline plans or arrangements for sewing fabrics (Bakker-Edoh et al., 2018). Pattern-making is designing patterns by creating templates and clothes before sewing (Datta & Seal, 2018). The making of this party fashion pattern uses construction techniques, with the basic pattern of the *soen* system. The pattern is developed according to the design, consisting of bustier patterns, skirt patterns, cape patterns, and variation padding patterns.

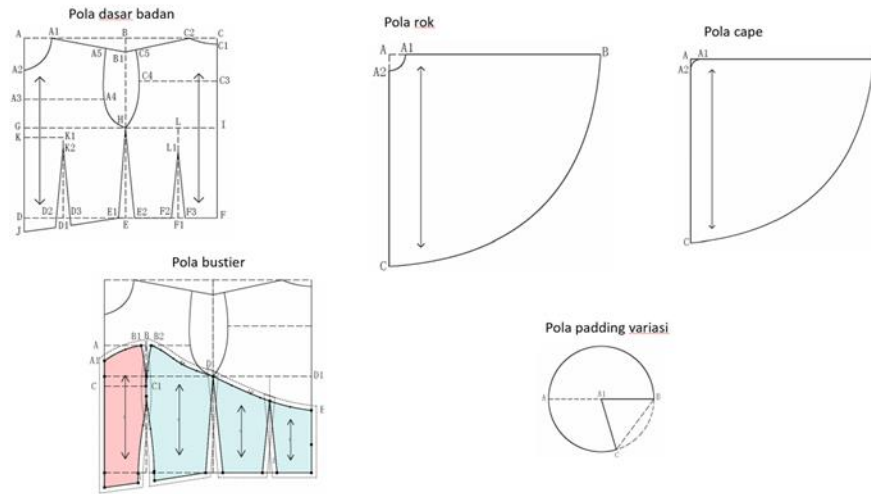


FIGURE 5. Fashion patterns.

The sewing process is carried out after the fitting process and evaluation. Before sewing, prepare the tools and check the sewing machine. In addition, installation and pressing interfacing need to be done before the sewing process. Each sewing process is completed in the press with an iron, then continue sewing. The potent technology used is open potency without completion and close-back potency. Using facing technology on bustiers and belts, interlining technology in foam layers on cone-shaped padding variations, and sticky technique lining technology. The decoration used is several kinds of mote, sequins, dowry corners, and diamonds. At the same time, the decoration lies on the shoulders, waist, and head.

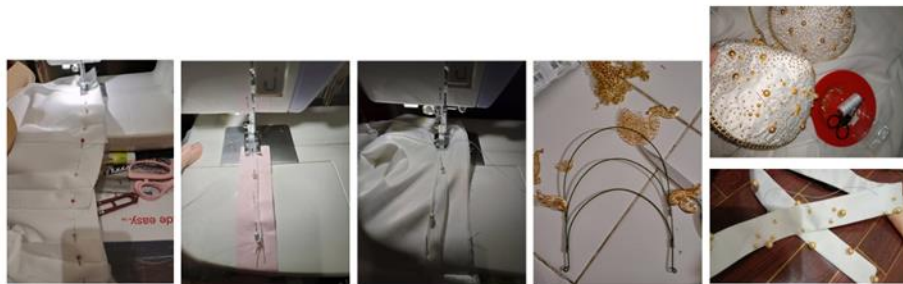


FIGURE 6. Sewing and decorating process.

The white color on the dress comes from the color of the Siak palace, which is predominantly white. Then, the golden color comes from the power and glory, as it is well known that Siak Palace is a proof of success at that time.



FIGURE 7. Fashion results with the source of the idea of Siak Palace.

CONCLUSION

The gala evening party dressmaking with the source of inspiration of the Siak palace has several objectives, namely: 1) to create clothing that has historical and cultural value; 2) to produce unique and different designs; 3) to demonstrate creativity and innovation; 4) to promote tourism; and 5) to increase appreciation of culture in Indonesia. Taking inspiration from the Siak palace, it was able to produce gala evening party dresses and make people appreciate Indonesian culture and history. In this case, the party dress is not only an ordinary outfit but also a medium to introduce the richness of Indonesian culture and history to the world.

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