

## ABSTRACT

Sabatina, Asita. 2016. *Background Design In The Game "Cockatoo Savior". Final Project. Visual Communication Design. School of Creative Industries. Telkom University.*

*Background is an important part of a game because it helps to support the atmosphere and the story that is narrated in the game and give a special experience for the player to make the game more interesting. The design of background in the game "Cockatoo Savior" is intended as an experimental design to create a background that can affect the mood through the colors, lighting and atmosphere, so when the player plays the game, they could feel the mood as the designer expected. The objective of game "Cockatoo Savior" is to rescue the rare Yellow-crested Cockatoo (*Cacatua sulphurea abbotti*) in their original habitat, Masakambing Island. Data collection methods used in this design project are the study of literature, interviews, study of audio-visual and documentation. From this design project, it can be concluded that in designing the background by using color (hue, value contrast, and intensity), lighting, and atmosphere, can further affect the overall mood of the game display and give more aesthetic value to the game.*

*Keyword : Background, Mood, Masakambing*