

ABSTRACT

The making of Atramaya Di Kanaya side-scrolling background is an effort for me as the designer to introduce Sundanese culture from Mundinglaya Di Kusumah novel. I want to show to the young generation that Sundanese Culture is also interesting. Then also, to show that a Game with Indonesian culture especially Sundanese culture can be something that is trendy and fun for people to learn it deeply.

I used literature studies and observation to the place where there is references of the objects for methods to collect the data in order to show the shades of the Sundanese culture. Then, for the data analysis the designer use qualitative methods from the data that is already gathered with theoretical base: theory of characters and environment from Chris Solarski and theory of game art pipeline from Ernest Adams and the other theories is from Claudio Scolastici book “Mobile Game Design Essentials” and “Level Up!” book by Wiley.

The result of the design is game assets, being gathered and shown from artbook media. So, the art game that has been make could show many kinds of Sundanese culture, the special features and the shades of it. Other than that, it could make the young generations to be more interested on Indonesian culture especially Sundanese culture.

Keyword: Game Art, Game Asset, Background, Mundinglaya Di Kusumah, Artbook