

ABSTRACT

Environment design here serves as a support for 3D Animation about Gaming Disorder. Gaming disorder is a habit of playing games excessively until that person neglected the other important activities. The purpose of designing the environment in this 3D animation is to describe the atmosphere of Gaming Disorder sufferers' life, especially teenagers who are labile and still looking for their identity into 3D animation. It is expected that from this environment design in 3D animation can represent the life of Gaming Disorder sufferers and the atmosphere surrounds.

Keywords: 3D Animation, Environment, Gaming Disorder, Game