

ABSTRACT

DESIGNING THE CHARACTER DESIGN GAME SURVIVOR HORROR: GETIH PANTO "

Character design is a form of visual illustration that can be a "living" concept with everything in it. Such as nature, physical, color and others in various forms such as humans, animals, ghosts, plants, dead objects or things outside the logic and ability to present in both manual and digital form. The steps or processes that will be done in designing a character in the game are also character development such as showing or highlighting the nature, the appearance of each character. In designing the concept was required. The background of the character that corresponds to the concept of games based on horror games, which aims as a content in the game and can present the visual values of the mystical creatures located in Bandung. In designing the character needs a important factor such as color, concept, shape, unity, personality and uniqueness. Characters must have interesting and unique visual and personality forms. The characters must have their own shape and uniqueness, while maintaining the values of mystical creatures of Indonesia. In designing a character design will be made in the form of rough sketches can be paper. And redrawn and give it color using the SAI app, Adobe Photoshop and many more. The result is a character design designed to be used as content in the game "Getih panto" where the game can present the values of mystical creatures derived from the phenomenon of Bandung.

Keywords: Concept Design, character design, horror games