ABSTRACT

DESIGNING CONCEPT ART GAME "SEGARA" TO INTRODUCE INDONESIAN SEA AND MARITIME TO COMMUNITY

The making of this artbook is the designer's contribution to increase public knowledge of maritime science in Indonesia through the display of game concepts. The visualization of the game that was designed was formed to adjust to the target audience, to make the design of the concept art acceptable to the wider audience. Based on areas related to maritime affairs in Indonesia, the designer wants to create a concept that combines typical Indonesian visualization with fantasy themes, thus creating a game visualization that appeals to a broad audience.

Keyword : Maritime, Indonesia, Fantasy, Concept Art, Artbook.