

ABSTRACT

DESIGNING BACKGROUND FOR THE GAME “*ESTUNNING BANDUNG*”

The making of gim art “Estunning Bandung” solely made by the designer as one of the many contributors to introduce landmarks those are currently existing in Bandung. In this case, by using the gim art as the medium for completing the task. The purpose of creating this gim art hopefully creates an impact especially for those teenagers (est. 12 y.o.) to adults (est. +40 y.o.) in Bandung city to get to know more about our precious landmarks and the great history behind it. With learning history, we also ought to raise awareness to be more careful and be more protective so our grandchild can also enjoy what was precious for us people of Bandung. The design will be more focused on creating the gim assets, which includes gim background and some important characters. The Gim Art based heavily on the qualitative data, so the output will be more specific and more accurate. With the help of supporting theories as gim cameras based on the book *Level Up!* By Scott Rogers, and some respectful resources as well. The result will be compiled into one big artbook. “Estunning Bandung” is solely a vision and intrepetation from the designer of what become of Bandung if it’s drawn as a gim media. Hopefully, the art will attract the target audience and would be received well.

Key words: Landmark, Cultural Heritage Building, Bandung City, Gim Art, Background, Artbook