

ABSTRACT

Video game continue to evolve, as well as its aspects in it, especially in 3D Game, which require sharing of discipline in its design. texture and material become important in determining the quality of graphic on 3D video games, especially in developing non in game character that not limited by the needs of video game engine

In designing this Final Project. Designer uses qualitative research methods to get data for need of the design, with the methods of data collecting by observation, interview and also literature studies.

In the design, 3D character created will consist of non-in-game character with high resolution quality where the rendering result can be applied to various other media that support the video game. The Design of character is based on the concept of character that made by Concept Artist of Battle arena video game BADAMA! whose character contain the diversity of culture in Indonesia.

Keywords: 3D Character. Material, Traditional Cloth Indonesia