

ABSTRACT

The number of accidents in the city of Jakarta continues to increase from year to year with the number of victims between the ages of 16-30 years being the most victims, indicating that there is a need for notification of first aid knowledge at this level of education. High school teenagers fall into this age range, so the selection of target audiences is narrowed to high school teenagers. From the problems described above, a design media is needed to inform them of information on how to first aid, one of which is through game media because this game media is growing rapidly and loved by teenagers. To make a game, an environment is needed, especially in 3D games where the environment can support the atmosphere of the game concept created. So the designer as a 3d asset environment artist is tasked with creating 3d assets for the environment in the game entitled "Special Rescue Team". The author will collect and analyze data with qualitative methods in the form of literature studies, observations, and interviews in order to be able to design 3d assets for the game to be designed. This game describes the conditions in the human body at the time of the accident, the environment takes references from the city of Jakarta with the addition of sci-fi or science fiction elements. By designing this 3d environment asset, it is hoped that it can be a reference in game design that will be carried out next.

Keywords: 3d assets, environment, games, first aid, and high school students