

ABSTRACT

The use of social media as a source of information is quite high by the public, information on social media is not filtered and hoax news can appear. Therefore, a media with a hoax theme is needed that indirectly informs the dangers of hoaxes on social media and educates the public in increasing awareness of hoaxes on social media. To convey this message, you can use video game media which is a medium favoured by teenagers and adults, in a video game it takes a 3D character artist to 3D modelling of people affected by hoax news consisting of protagonist, antagonist, and tritagonist characters. The characters are designed to match horror-themed video games with a stylized style. In this study, the designer uses a qualitative method approach, namely in the form of document studies, observations, and interviews so that the author can design the characters of the video game that will be designed. The results of this 3D character modelling are gestures and 3D character models of the protagonist, antagonist, and tritagonist that are useful for the community, especially teenagers, get ideas and visual creativity that are worked on in this video game with the theme of hoaxes and apply the ability to be alert to hoaxes.

Keywords: 3D modelling, character, hoax, social media