

## DAFTAR ISI

|   |          |
|---|----------|
| ABSTRAK .....                                 | i        |
| <i>ABSTRACT</i> .....                         | ii       |
| DAFTAR ISI .....                              | iii      |
| DAFTAR GAMBAR .....                           | vi       |
| DAFTAR TABEL .....                            | xi       |
| <b>BAB I PENDAHULUAN</b> .....                | <b>1</b> |
| 1.1 Latar Belakang .....                      | 1        |
| 1.2 Identifikasi Masalah .....                | 3        |
| 1.3 Rumusan Masalah .....                     | 3        |
| 1.4 Batasan Masalah .....                     | 4        |
| 1.4.1 Apa .....                               | 4        |
| 1.4.2 Siapa .....                             | 4        |
| 1.4.3 Di mana .....                           | 4        |
| 1.4.4 Waktu .....                             | 4        |
| 1.4.5 Bagaimana .....                         | 4        |
| 1.5 Tujuan Perancangan .....                  | 4        |
| 1.6 Manfaat Perancangan .....                 | 5        |
| 1.7 Metode Perancangan .....                  | 5        |
| 1.7.1 Pengumpulan data .....                  | 5        |
| 1.7.2 Metode analisis data .....              | 6        |
| 1.8 Kerangka Perancangan .....                | 6        |
| 1.9 Pembabakan .....                          | 7        |
| <b>BAB II LANDASAN PEMIKIRAN</b> .....        | <b>8</b> |
| 2.1 Teori objek .....                         | 8        |
| 2.1.1 Hoaks .....                             | 8        |
| 2.1.2 Remaja .....                            | 9        |
| 2.2 Teori medium <i>game</i> .....            | 10       |
| 2.2.1 Action-Adventure .....                  | 10       |
| 2.3 Karakter 3D dalam <i>video game</i> ..... | 11       |
| 2.3.1 <i>Character artist</i> .....           | 11       |

|  |                                       |    |
|--|---------------------------------------|----|
| 2.3.2  | <i>3D Digital art</i> .....           | 11 |
| 2.3.3  | <i>Graphical style</i> .....          | 12 |
| 2.3.4  | <i>Stylized</i> .....                 | 13 |
| 2.3.5  | Model 3D.....                         | 14 |
| 2.3.6  | Tahapan visual.....                   | 15 |
| 2.3.7  | Metode modeling digital.....          | 18 |
| 2.4  | Unsur-unsur rupa.....                 | 19 |
| 2.5  | Metode perancangan.....               | 22 |
| 2.5.1  | Kualitatif.....                       | 22 |
| 2.6  | Metode analisis kualitatif.....       | 25 |
| <b>BAB III DATA DAN ANALISIS</b> .....           |                                       | 26 |
| 3.1  | Data dan analisis objek.....          | 26 |
| 3.1.1  | Data wawancara.....                   | 26 |
| 3.1.2  | Data observasi.....                   | 29 |
| 3.2  | Data dan analisis karya sejenis.....  | 34 |
| 3.2.1  | Little Nightmares.....                | 34 |
| 3.2.2  | Legends of Zelda: The Wind Waker..... | 37 |
| 3.2.3  | Grand Theft Auto: Vice City.....      | 40 |
| 3.2.4  | <i>POLYGON</i> .....                  | 43 |
| 3.3  | Hasil Analisis.....                   | 46 |
| 3.3.1  | Tema besar.....                       | 48 |
| 3.3.2  | <i>Keyword</i> .....                  | 49 |
| <b>BAB IV KONSEP DAN HASIL PERANCANGAN</b> ..... |                                       | 50 |
| 4.1  | Konsep perancangan.....               | 50 |
| 4.1.1  | Konsep pesan.....                     | 50 |
| 4.1.2  | Konsep kreatif.....                   | 50 |
| 4.1.3  | Konsep media.....                     | 51 |
| 4.1.4  | Konsep visual.....                    | 52 |
| 4.2  | Proses perancangan.....               | 54 |
| 4.2.1  | Surya ( <i>Protagonis</i> ).....      | 54 |
| 4.2.2  | Screen Head.....                      | 69 |
| 4.2.3  | Rama.....                             | 78 |

|                |                                |     |
|----------------|--------------------------------|-----|
| 4.2.4          | Santika.....                   | 89  |
| 4.2.5          | <i>Professor</i> Adiguna ..... | 97  |
| 4.2.6          | Traveller .....                | 106 |
| 4.2.7          | Kelompok anarkis .....         | 114 |
| 4.2.8          | <i>Anomaly</i> .....           | 129 |
| 4.2.9          | Skala karakter.....            | 137 |
| BAB V          | PENUTUP .....                  | 138 |
| 5.1            | Kesimpulan.....                | 138 |
| 5.2            | Saran .....                    | 139 |
| DAFTAR PUSTAKA | .....                          | 140 |