

## **ABSTRACT**

The COVID-19 pandemic requires college students to undergo distance learning. The student learning process is also carried out online through the website and other digital application features. Interaction during the face-to-face learning process between students and lecturers is also carried out online. From these changes, there are indications of significant differences in student interaction during online learning studies compared to face-to-face learning directly.

Through this design, the designer intends to capture college student interactions that occur behind the face-to-face screen during the online learning study process into 3D character modeling. The design method to be carried out is data collection, including observation, interviews and literature study. The approach taken is a qualitative approach that produces descriptive data. The design of 3D character modeling aims to represent the situation of college students during the online learning study process, as well as a medium that can be used as a reference for socialization facilities to develop the online learning studies in the future.

Keywords: 3D Character, COVID-19, Interaction, College Student, Pandemic, Online Learning