

ABSTRACT

Gowes Virtual is a virtual bicycle simulation game using a static bicycle as a control device and use the Telkom University campus map as a 3D environment model. The purpose of designing this 3D environment is to meet the needs of BTP (Bandung Techno Park) as the owner of the project idea and also aim as a promotional media that will introduce visitors who come to the Telkom University campus to get to know and understand the campus facilities and environment while exercising. The design method used is mixed methods which contains literature studies, interviews, observations, and questionnaires by analyzing similar works, reference objects, and understanding potential customers with the final result in the form of a 3D environment model for the Telkom University campus.

Keywords: 3D Environment, Campus, Static Bicycles, Simulation, Vitual, Sports