

ABSTRACT

3D modeling of an object has become one of the important needs in many fields such as mapping, tourism, documentation, inventory, promotion, animation, film, and so on because it has the advantages of 3D display, interactive and representative. In the field of mapping and reconstruction, the need for 3D interactive maps is growing and is needed especially in terms of visualization and spatiality. To be able to create a 3D visualization model, several stages are needed from concept to design using Blender software. Margahayuland as a property developer in various regions in Indonesia in collaboration with PT Bank Negara Indonesia realizes residential needs that focus on profitable business development through innovative concepts, design, technology by prioritizing added value and satisfaction for stakeholders. The author in his final project entitled "Making 3D Models of Margahayuland Housing at PT Bank Negara Indonesia" describes everything related to what he does as a form of solving the problems that have been studied.

Keywords: 3D, Visualization, Blender