

## ABSTRACT

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*Technology will never end to continue to innovate. Changes in information technology that are developing rapidly make PT. Bank Negara Indonesia (Persero) participates in innovating to improve banking services to customers and prospective customers. One of the innovations developed by PT. Bank Negara Indonesia (Persero) is Metaverse. The Metaverse is a 3D virtual world inhabited by internet users. Users create avatars to represent their form from the real world to the world of the metaverse. With this metaverse technology, users can do anything like the real world. Starting from games, interactions between users, to online trading. PT. Bank Negara Indonesia (Persero) in this metaverse is to introduce BNI customers and prospective customers about its newest service. Customers can interact with each other in the virtual world without having to meet face to face in the real world. One of them is making a 3D model of the 5th floor building of BNI Pejompongan. Making the 3D model of the 5th floor building of BNI Pejompongan is intended for research in creating a metaverse which is currently in the process of resource and development. In making this, it takes several experts in the field of 3D modeling. The software needed to make this project is Blender. This project takes approximately 1 (one) month. From the beginning of modeling reality to modeling in virtual form, using textures, colors, and sizes that match the building plans. Make model furniture assets such as tables, chairs, and other equipment. The results of making the 3D model of the 5th floor building of BNI Pejompongan have been achieved and have been approved by the field supervisor.*

*Keywords: Blender, 3D Modelling, Tris.*