

DAFTAR GAMBAR

Gambar 1.1 Bagan Kerangka Perancangan	6
Gambar 2.1 Usaha Reboisasi di Indonesia	9
Gambar 2.2 Gunung Puntang	11
Gambar 2.3 Super Mario Bros	13
Gambar 2.4 Game Celeste.....	14
Gambar 2.5 Kouichi Hayashida	15
Gambar 2.6 Super Mario 3D Land	16
Gambar 2.7 4-Koma Manga	17
Gambar 2.9 Contoh Environment Art 2D	18
Gambar 2.10 Layout Environment 2D.....	19
Gambar 2.11 Contoh Foreground Dalam Game 2D.....	20
Gambar 2.12 Contoh Asset Midground dalam Game 2D	21
Gambar 2.13 Contoh Background Dalam Game 2D	22
Gambar 2.14 Dunia Game.....	23
Gambar 2.15 Garis.....	23
Gambar 2.16 Bentuk.....	24
Gambar 2.17 Denman Ross Value Scale	25
Gambar 2.18 Roda Warna	37
Gambar 3.1 Sampah Berserakan.....	30
Gambar 3.2 Tempat Sampah Berserakan	30
Gambar 3.3 Acara Motor Trail di Gunung Puntang	31
Gambar 3.4 Pintu Masuk dari Jauh.....	34
Gambar 3.5 Pintu Masuk dari Dekat.....	35
Gambar 3.6 Pintu Masuk dari Belakang	35
Gambar 3.7 Jembatan Gantung 1	36
Gambar 3.8 Jembatan Gantung 2	36
Gambar 3.9 Jembatan Gantung – alas kayu	37
Gambar 3.10 Jembatan Bambu 1	38
Gambar 3.11 Jembatan Bambu 2	38
Gambar 3.12 Jembatan Bambu 3	38
Gambar 3.13 Pepohonan 1	39
Gambar 3.14 Pepohonan 2	40

Gambar 3.15 Pepohonan 3	40
Gambar 3.16 Pepohonan 4	41
Gambar 3.17 Semak Belukar 1	41
Gambar 3.18 Semak Belukar 2	42
Gambar 3.19 Semak Belukar 3	42
Gambar 3.20 Semak Belukar 4	43
Gambar 3.21 Sungai dan Bebatuan 1.....	43
Gambar 3.22 Sungai dan Bebatuan 2.....	44
Gambar 3.23 Sungai dan Bebatuan 3.....	44
Gambar 3.24 Sungai dan Bebatuan 4.....	44
Gambar 3.25 Area Perkemahan 1	45
Gambar 3.26 Area Perkemahan 2	45
Gambar 3.27 Area Perkemahan 3	46
Gambar 3.28 Area Perkemahan 4.....	46
Gambar 3.29 Kolam Cinta 1	47
Gambar 3.30 Kolam Cinta 2	47
Gambar 3.31 Area Komersial.....	47
Gambar 3.32 Food Court	48
Gambar 3.33 Radio Malabar 1	48
Gambar 3.34 Radio Malabar 2	49
Gambar 3.35 Radio Malabar 3	49
Gambar 3.36 Radio Malabar 4	49
Gambar 3.37 Cover Game Ori and the Blind Forest.....	51
Gambar 3.38 Gambaran Hutan Nibel.....	52
Gambar 3.39 Peta Hutan Nibel.....	52
Gambar 3.40 Sunken Glades.....	53
Gambar 3.41 Thornfelt Swamp	53
Gambar 3.42 Forlorn Ruins	54
Gambar 3.43 Mount Horu.....	54
Gambar 3.44 Scene Pembuka	55
Gambar 3.45 Pohon Astral.....	56
Gambar 3.46 Foreground Ori.....	56
Gambar 3.47 Midground Ori.....	56
Gambar 3.48 Background Ori	57

Gambar 3.49 Lighting Ori 1.....	59
Gambar 3.50 Lighting Ori 2.....	60
Gambar 3.51 Lighting Pohon.....	60
Gambar 3.52 Lantern Jump	61
Gambar 3.53 Wall Jump	61
Gambar 3.54 Poster Art Oddmar.....	62
Gambar 3.55 Concept Art Oddmar	63
Gambar 3.56 World Map	63
Gambar 3.57 Gameplay.....	64
Gambar 3.58 Midgard	64
Gambar 3.59 Midgard Boss	65
Gambar 3.60 Alfheim	65
Gambar 3.61 Alfheim Boss	65
Gambar 3.62 Jotunheim	66
Gambar 3.63 Jotunheim Boss	66
Gambar 3.64 Helheim	66
Gambar 3.65 Helheim Boss	67
Gambar 3.67 Oddmar Environment Art 1	69
Gambar 3.68 Oddmar Environment Art 2	69
Gambar 3.69 Foreground Oddmar	70
Gambar 3.70 Midground Oddmar	70
Gambar 3.71 Background Oddmar	71
Gambar 3.72 Oddmar Lighting 1.....	72
Gambar 3.73 Oddmar Lighting 2.....	73
Gambar 3.74 Oddmar Process.....	73
Gambar 3.75 Oddmar Attack.....	73
Gambar 3.76 Oddmar Jump.....	74
Gambar 3.77 Greak Memories of Azur	75
Gambar 3.78 Greak Concept Art	76
Gambar 3.79 Greak Gameplay	76
Gambar 3.80 Greak Character.....	76
Gambar 3.81 Raven Roads Camp	77
Gambar 3.82 Opening Scenes	77
Gambar 3.83 Vigga Marshes 1.....	78

Gambar 3.84 Vigga Marshes 2.....	78
Gambar 3.85 Lycer Fotress 1.....	78
Gambar 3.86 Lycer Fotress 2.....	79
Gambar 3.87 Arcantros Temple 1.....	79
Gambar 3.88 Arcantros Temple 2.....	79
Gambar 3.89 Aldalar Tomb.....	80
Gambar 3.90 Aldalar Tomb.....	80
Gambar 3.91 Greak Foreground.....	81
Gambar 3.92 Greak Midground.....	81
Gambar 3.93 Greak Background.....	81
Gambar 3.94 Greak Lighting 1.....	82
Gambar 3.95 Greak Lighting 2.....	82
Gambar 3.96 Mekanisme Karakter.....	83
Gambar 3.97 Mekanisme Puzzle.....	83
Gambar 3.98 Bagan (Kata Kunci).....	85