

ABSTRACT

Bank Negara Indonesia has a Digital Development division which has the Metaverse group to develop or market its products. Metaverse designs 3D object models for the BNI World game at PT. Indonesian State Bank. This project aims to develop attractive and realistic 3D assets for use in the BNI World game, as well as provide immersive experiences for users in exploring the world of banking through virtual games. The design of the 3d object modeling asset game BNI world uses the prototype method which has three stages, namely, Collection of Design Needs, Design, Review and Revision. The end result of the BNI world design is in the form of 3D assets consisting of garden, river and urban areas.

Keywords: asset game, BNI World, 3d object modeling, prototype method