

ABSTRACT

Bank Negara Indonesia is a government-owned banking institution, in this case a state-owned company in Indonesia. In accordance with BNI's mission to provide excellent service and digital solutions to all customers as the main business partner of choice and to increase awareness and responsibility for the environment and society, Bank Negara Indonesia established the Digital Development Division as one of the steps to realize this mission. The Digital Development Division has the Metaverse group to develop or market its products, BNI's metaverse designs Virtual Branches to serve virtual customer needs that can be used at branch locations. The Virtual Branch design uses 3D assets that are combined to represent 3D objects in a real and interactive way. The virtual branch design applies the methodology modified prototyping with three stages namely, Collection of Design Needs, Design, Review & Revision. In the process of designing 3D assets Virtual Branch using Blender software.

Keywords: *Bank Negara Indonesia, Blender, Virtual Branch, Methodology Modified Prototyping*