

ABSTRACT

BNI, as one of the partners conducting an internship program, provides an opportunity for students to participate in off-campus learning through an internship program for 2 semesters. The internship program at BNI consists of two divisions, namely the metaverse division and the 2D/3D animator division. These two divisions were formed with the aim of fulfilling the needs in the development of the metaverse game that is currently being developed by BNI. Among these two divisions, the writer is in the 2D/3D animator division, responsible for providing the required 2D/3D assets for BNI. In the development of this metaverse, BNI needs 3D characters that can be animated. Although BNI already has 3D characters, there is no procedure for animating them yet. Therefore, the writer is given the task of creating the animation procedure. This animation procedure includes the rigging process that needs to be done before the animation process and the animation process itself. With the existence of this animation procedure, it is expected that BNI can use it in the ongoing and future development of the metaverse game. In working on this project, the writer uses the Blender application as the tool.

Keywords: Rigging, Animation, 3D Object, Blender, Metaverse