ABSTRACT

PT. Bank Negara Indonesia (BNI) is one of the largest banks in Indonesia that consistently innovates in providing services to its customers. BNI also carries out an internship program in collaboration between the Digital Development Division (DGL) and Telkom University. Currently, BNI's Digital Development Division is developing and introducing BNI products through metaverse and game projects. Therefore, the goal of this Final Project is to develop a 3D animated main menu for the BNI Rush game at PT. Bank Negara Indonesia. This 3D main menu animation is designed with the aim of enhancing user experience and providing an appealing visual impression. The methods employed include concept design, requirement gathering, 3D modeling using Blender software, and animation implementation. During the implementation phase, the 3D main menu animation is integrated into the BNI Rush game. This final project is expected to create a more enjoyable gaming experience for users.

Keywords: Animation, 3D, BNI, Game