ABSTRACT

The Metaverse is a virtual world that is continuously growing and becoming increasingly popular in the digital era. With the presence of 3D models, a virtual environment that is attractive and realistic can be created. In the creation of 3D models, there are several stages that need to be carried out, namely building structures by adding basic objects such as boxes, cylinders, and spheres. This can be done by extruding or duplicating these objects to form the building's components. Adding details to the buildings, such as windows, doors, roofs, and other ornaments, makes the 3D model of the building appear more realistic, just like the original building. The 3D models of the buildings are created using Blender software. The results of the projects have proven that simple buildings can be made using just one software, allowing the creation of an interactive and realistic virtual environment.

Keywords: Metaverse, Blender, extruding