

ABSTRACT

This final project aims to design and implement a 3D Object Digital Hub integrated in Metaverse using the Blender application at PT Bank Negara Indonesia. Metaverse is the development of Virtual Reality technology which, although it still does not have a universally accepted definition, is basically a virtual world that is expected to have the same function as the real world with people being able to work, meet, play, interact with 3D objects, and other things that can be done in the real world. with the company's need for a 3D model, then to handle the process of making 3D assets with the blender application for one of the BNI areas starting from collecting references, Modeling, UV Editing, Texturing, and Unity Shading In this final report the author will discuss the process of making models on Digital Hub and Designing 3D Object Digital Hub includes making various digital objects that represent BNI products and services in a visually appealing way. the method used in this final proposal is Prototype which has 3 stages, namely collecting needs, designing and conducting reviews and revisions. The result of this final proposal is a 3D Object Digital Hub design that can be integrated with Metaverse, which provides benefits for Bank Negara Indonesia in optimizing the use of 3D technology for metaverse.

Keywords: 3D Modeling, UV Editing, Texturing, DigiHub ,Metaverse ,Prototype