ABSTRACT

BIOSA is a game a that considering environmental issue theme that were cause by human waste. As in this design that was made is a 3D character from the game biosa from robots and monsters. This design aims to determine how designing 3D character that can be applied and suite based on the teen audience whose age 13+. The method used in this design is inductive qualitative. Data collected sort by primary and secondary data. Primary data was collected by doing through observation, interviews and questionnaires. As for the secondary data are from literature studies, case study and collecting of other source documents. The theory that have been use to explain the design proccess are from creating concept art, modeling and texturing. The results from questionnaire concludes that teen aged 13 years likes play action genre advanture game and was able to accept the more detail character. While the interview stated that researchs is important in making a 3D character. To produce a new design character, designers use synthesis techniques. Concept art is used as a reference, while the modeling phase using the technique of box modeling and texturing techniques used in low-poly is used in order to obtain optimal results for the game. Results of the design are in form of a 3D character that could be properly used in the game biosa. The conclusion of this design is that, by using a synthesis technique, designer could make new design that has a clear design concept. While the 3D character that corresponds to the audience biosa game is character detail and realism.

Keywords : *Game, 3D Character, Synthesis, Modelling, Texturing, Low-Poly, Realism*