

Abstract

In the world of animation, there are 2 types of animation, namely: 2D animation and 3D animation. Image maker / form in 3D animation is called 3D modeller. Making 3D models is also divided into two, namely hardsurface and organic. To be more specific about what will be made, the authors chose to design a 3D model in the form of a hardsurface. In this final project, the author makes designing 3D hardsurface assets. This 3D Asset creation involves the knowledge of making 3D models and also texturing. In making 3D models not only about mastering the software used, but it requires knowledge to make the correct 3D model and giving the correct texture according to the objects / shapes / assets made. In making this final assignment, the author used the observation method, interviewed practitioners and also sought references. Although it seems trivial, knowledge of how to properly model and determine the appropriate texture is very important. Because texture is part of the identity of an object / form / asset. If the modeling that we make is the wrong way, it will have an impact on other parts of the production work. Similarly, determining the texture of objects / shapes / assets that we make will have an impact on the wrong perception of people towards objects / forms / assets made. The design of this 3D hardsurface asset acts as a supporter of the animated story 'Ksatria Nusantara' which introduces the form and texture of visual assets with the Bandung City background which is based on the concept art artist design and visualized in the form of 3D Modeling.

Keyword: 3D modelling, Hardsurface, Texturing.