

ABSTRACT

Designing Game Visual Assets to Introduce Regions in Indonesia with the Styling of Pixel Art is a project where pixel art is the main topic. Pixel art is a style in video game where it was made by the limitation of machine in the 90s, now in modern days pixel art has become stand alone style of modern video game. By using the regions in Indonesia as references to apply the pixel art, these are some regions that have been selected as references such as Aceh, Jakarta, Bandung, Yogyakarta, Surabaya, Central Kalimantan, South Kalimantan, Bali, South Sulawesi, and Papua. And the time used as reference is from 2000 to 2020. And this project will be apply to a video game with side-scroll perspective. This project used literature studies and observation, and use some theoretical base, such as theory of Pixel Art from Michael Azzi, theory of Game World from Ernest Adam and theory of Visual Element from Chris SolarSKI. The result of the design is game assets that focus on the environment and background for video game. Besides for a game, the result of visual asset will be display as a visual-book.

Keyword: Visual Asset, Environment, Indonesia, Pixel Art, Video Game