

ABSTRACT

Designing 3d Props *Asset* For "Special Rescue Team" Action Game

Traffic accidents are events that can occur at any time involving other road users that cause property loss or loss of life. Accident victims can be helped if the rescuer understands first aid procedures for accident victims. However, not many understand about the procedure, especially high school students in Jakarta. The difference between New York City and Jakarta is the curriculum as a source of general knowledge when attending school. The curriculum on first aid can help reduce the number of accident victims because students who grow up to be adults are already quite capable in performing first aid procedures for accident victims. The design of 3d props assets for the action game "Special Rescue Team" is one of the way to inform accident victims how to use equipment and medicine with first aid procedure along with destroying germs in the world of representation in the action genre through game media. Based on the research conducted by the author, the results of the analysis of observational data, interview, literature reviews, and target audience are used to design the concept of making 3d props assets in accordance with the analysis that has been done. The results of the visual asset design are displayed through video media and artbook that can be used for guidance in designing medical device, medicine and props for environment in a game world.

Keywords: 3d *Asset Game*, First Aid Procedure, Senior High School Student