ABSTRACT

Virtual youtuber is a fictional character in 2D (two dimensional) and 3D (three dimensional) model in virtual form , that can interact with people directly with the help of face tracking and motion capture technology, which capture the actual person motion who is using the avatars, the person act as the voice actor of the characters makes the character looks lively. The interaction between Virtual Youtuber and people established a cross-dimensional communication, where people interact with fictional characters , not humans to humans. Because of the COVID-19 pandemic, has made changes to human lifestyles and behavior because of the restriction face to face activities, make life more stressful, therefore entertainment is needed. Virtual Youtuber comes as an alternative to entertain people who enjoy japanese culture which is very popular, and as virtual friends to relieve stress due the need for human social interaction during the COVID-19 pandemic. The research method used by the author is a combination method of data collection research methods in the form of interviews , observations, questionaires, and literature review. The Author want to share the knowledge of Art in entertaining way with educative approach, therefore the author has the idea to use Virtual Youtuber as a mascot for learning method to draw at Luminosus Animation Student Organization. This study intend to entertain in the process of teaching and learning drawing at Luminosus Animation Student Organization. This Virtual Youtuber designed by the Author, is adjusts background of the character's story and design element with a modern era and futuristic , aims teenagers at Luminosus Animation Student Organization as the Target Audience.

Keywords: COVID-19, Entertainment, Learning, Virtual YouTuber.