

ABSTRACT

Bank Negara Indonesia requires a metaverse that will be used to facilitate online social interactions between customers and customer service representatives. Additionally, it will enable collaboration and e-commerce, particularly within a gaming system or application, which necessitates a substantial amount of assets in both 3D and 2D formats. As such, Bank Negara Indonesia needs assets to construct characters and environments for the envisioned metaverse. The purpose of this internship is to fulfill the asset requirements for Bank Negara Indonesia's metaverse. Throughout the 2-semester internship period, three characters and ten buildings, along with other environmental assets, have been created. Furthermore, animations, UI/UX for the web, and Oculus system have been developed. The assets produced have received highly positive feedback from mentor testing. The character assets will be employed as NPCs and characters that users will interact with.

Keywords: Metaverse, asset, Character, Building