ABSTRACT

Metaverse is a development of Virtual Reality technology that still does not have a definite explanation but in general Metaverse is a Virtual Reality space where users can interact in a computer-generated environment with other users in real-time. In the metaverse itself is also accompanied by a 3D model that makes the visuals in the Virtual Reality feel like the real world. In this final project, the author will discuss the process of creating a 3D model of the Telkom University building during an internship for the project needs of the Center of e-learning and Open Education. The 3D modeling is made into 4 3D models of buildings which include Sebatik Building With 81,67% similarity, combined building (Missou Building, Maratua Building, Manterawu Building, Kawalusu Building, and Intata Building) With 82,33% similarity, Damar Building With 82,33% similarity, and Benggala Building With 82,33% similarity. The method used in this final project is the prototype method which has 3 stages, namely collecting asset requirements, design, and conducting reviews and revisions. The result of this final project is a 3D model of Telkom University building that is made useful for the Center of e-learning and Open Education in making the metaverse game.

Keywords: Metaverse, 3D Model, Center of e-Learning and Open Education