

ABSTRACT

3D models are currently a visual design tool that can be used in any field, one of which is games, in preparing this Final Project report which is about making 3D model assets that will be implemented in the Telkom University metaverse game designed by the CeLOE agency, in writing the Final Project report In this case, the author only focuses on making 3D asset models including the buildings that were made, there were only 3 buildings, namely the Tokong Nanas Building, the Selaru Building, and the Syamsyul Ulum Mosque. Besides that, the method used by the author is using the MDLC (Multimedia Development Life Cycle) method which explains several stages in making a 3D model, the final result of making this 3D model asset will be exported to Unity software which will be processed back into a game, in the process making this 3D model the author uses Blender software version 3.4.1.

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