ABSTRACT

The significant digital changes have compelled PT Bank Negara Indonesia (Persero) Tbk to continuously enhance its competence and capability for the reliable and adept BNI Hi Movers, capable of addressing the demands of the present and future. BNI is currently undergoing a gradual, customized digital transformation, focusing on constructing a customer experience that strives to provide optimal service for both existing and potential customers. One of the efforts being developed by BNI is the innovation of the BNI International Metaverse, which involves creating visualizations of BNI's Overseas Branch Offices (KCLN) worldwide. This initiative aims to serve as a promotional medium and provide information about the facilities present at these Overseas Branch Offices (KCLN) of BNI. The development of the BNI International Metaverse requires 3D asset models to support the visual representation of a building. This is facilitated by software tools such as Blender, which aids in the creation of 3D models. A 3D model involves transforming a two-dimensional object into a tangible visual representation by adding textures, colors, and volume. The creation of the 3D model for the Overseas Branch Offices (KCLN) of BNI encompasses both exterior and interior design, customized based on the collected references and materials prior to the production phase.

Keywords: 3D model, metaverse, Blender, BNI KCLN Building in Singapore.