ABSTRACT

Designing Visual Art of The Game 'Tampomas' is motivated by the attractive potential of Mount Tampomas and can be used as a video game theme. The formulation of the problem in this thesis is 1) How the legend of Mount Tampomas, and 2) How to design a visual video game (world game) that carries the theme of Mount Tampomas. This final project is aimed at introducing the legend of Mount tampomas and knowing how to visualize it. The research method used was observation and literature study using descriptive qualitative analysis techniques. The design strategy uses pre-production, production, and post-production stages. Media created are visual art from the game "Tampomas" in the form of characters, NPCs, stages, monsters, equipment and items. With the design of this video game, it is hoped that it can be used as a reference in raising local legend as the theme of a vieo game and can be used as a media to introduce the legend of Mount Tampomas and its surroundings (Sumedang City) to the public.

***Keywords** - Tampomas Mountain, Video Game, Sumedang, Legend*