

## INTISARI

### **PEMBUATAN ASET ANIMASI 3D BUMI, JUPITER, DAN SATURNUS UNTUK GAME SCI-FI PERSIA**

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Menurut Agustinus Nilwan dalam bukunya *Pemrograman Animasi dan Game Professional* terbitan Elex Media Komputindo *game* merupakan permainan komputer yang dibuat dengan teknik dan metode animasi. Jika ingin mendalami penggunaan animasi haruslah memahami pembuatan *game*. Atau jika ingin membuat *game* haruslah memahami teknik dan metode animasi, sebab keduanya saling berkaitan

Bumi, Jupiter, dan Saturnus ini merupakan kebutuhan aset animasi 3D pada Game Sci-fi Persia. Proses pembuatan aset animasi ini dimulai dari tahap pra-produksi yang meliputi riset dan pembuatan konsep, dilanjutkan ke proses produksi yang meliputi *modelling*, *texturing*, *compositing*, *animating*, dan *rendering*, serta proses terakhir yaitu pasca-produksi yang meliputi *editing* dan *finishing*. Pembuatan aset dibuat menggunakan perangkat lunak Blender versi 2.79b dan *after effect* digunakan untuk pembuatan video. Setelah aset ini dibuat, diharap dapat memenuhi kebutuhan aset animasi 3D pada Game Sci-fi Persia.

Kata kunci: Planet, *Game*, Animasi 3D, Blender

**ABSTRACT**  
***CREATING OF 3D ANIMATION ASSETS EARTH, JUPITER,  
AND SATURN FOR PERSIA SCI-FI GAME***

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According to Agustinus Nilwan in his book *Programming Animation and Professional Game* published by Elex Media Komputindo game is a computer game made with animation techniques and methods. If you want to explore the use of animation, you must understand game making. Or if you want to make a game you have to understand the techniques and methods of animation, because they are interrelated

Earth, Jupiter and Saturn are the needs of 3D animation assets in the Persian Sci-fi Game. The process of making this animated asset starts from the pre-production stage which includes research and concept creation, followed by the production phase which includes modeling, texturing, compositing, animating, and rendering, as well as the final process namely post-production which include editing and finishing. The making of assets was created using Blender software version 2.79b and after effects are used for video creation, after these assets are created, it is expected to meet the needs of 3D animation assets in the Persian Sci-fi Game.

Keywords: Planet, Game, 3D Animation, Blender