

ABSTRACT

DESIGN AND IMPLEMENTATION OF POSEABLE HUMANOID 3D MODEL FOR STUDENT ACTIVITY ORGANIZATION J-CLUB INTERNATIONAL UNIVERSITAS INTERNASIONAL BATAM

**TOMMY
1631063**

This Design project discusses about the lack of asset coverage that is useable for Student activity Organization J-Club Universitas Internasional Batam in term of promotion and learning. Therefore, the author is encouraged to design an asset that is useable in multiple platform, which is a 3D model of J-Club's mascot with the name Chieko. The design of this project uses applied research techniques and uses the method of observation and literature as the method of collecting data and uses storyboards that are useful as blueprints of 3D models that will be designed. In designing this 3D model, blender is used to create the mesh of the 3D model and PMX editor is used for rigging the 3D model. Adobe Photoshop CS6 is also used in designing textures. The result of this project is a poseable 3D model of J-Club's mascot with the name Chieko, which will be implemented into dropbox and google drive of UKM J-Club Universitas Internasional Batam. The asset is already helps in term of promotion and study activities.

Keywords: Mascot, 3D model, Blender, PMX Editor, Adobe Photoshop CS6, Student Activity Organization, J-Club.