

## **Abstract**

### ***Modeling Berbasis 3D untuk Pembuatan Asset Video Game dengan Software Blender***

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PT. Educa Sisfomedia Indonesia is a startup that focuses on software and video game development. Located in Salatigam, Central Java, Indonesia. In developing a video game, there are several divisions, one of which is the 3D Creator division. The task of the 3D Creator division is to create 3D assets that are ready to use and implemented into game engines. What 3D Creator does is create assets according to what is depicted on the 2D blueprint into 3D form with all the standards set by the company. The software used to create 3D assets is Blender 2.82 and Paint Tool SAI to create the texture of the material.

**Keyword: Blender, 3D Creator, Game Development.**