ABSTRAK

Peran Artist pada industri game developing jelas tidak bisa dikesampingkan, terutama sekarang ini ketika sektor game developing begitu pesat berkembang di Indonesia, setiap game developer dituntut selalu produktif dan kreatif dalam membuat game mereka, termasuk dalam segi estetik.

Peranan penyusun selama kerja praktek di Beavers Studio adalah bergabung ke dalam tim game developing di bawah divisi desain sebagai game illustrator.

Pekerjaan yang dilakukan penyusun mencangkup aspek artistik dari proyek game yang sedang dikembangkan Beavers Studio, Zo.NE. antara lain menyediakan desain konsep dan art work untuk game tersebut. Dimulai dari membuat desain karakter utama dan tambahan dalam game atau Non-Playable Character, dibuat dalam bentuk character sheet kemudian dilanjutkan dengan membuat ilustrasi untuk story board baik itu opening movie sequence maupun animasi in-game.

ABSTRACT

Artist role in game developing industry are clearly cannot be ruled out, especially now when game developing sector are growing rapidly in Indonesia, every game developer required to always productive and creative in making their game, including in term of aesthetic.

The role of the author for practical work in Beavers Studio is to join team developing game under the division of design as an illustrator.

Work performed by the author include artistic aspect of the game being developed by Beavers Studio. Zo.NE. among its, providing concept design and art work for the game. Starting from main characters design additional in-game or Non-Playable Character, made in the form of character sheet. Then after that proceed to making illustration for story board either used for opening movie sequence or in-game animation.