

ABSTRACT

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PEMBUATAN GAME CAR OF RACING 3D MENGGUNAKAN UNITY.

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In the era of modern times, games or games are certainly no stranger to hearing. Games can be played by various groups of people both with Personal Computers (PC) and mobile (Phone). Games that can be played are also very diverse, ranging from adventure, strategy, fighting and others. In the country of Indonesia itself, games are the most dominant thing that is done and is in demand by smartphone users, both children, adolescents, adults and the elderly because there are so many types of mobile games nowadays, so that games can be played by everyone. circles. of the many existing game genres, there is a game genre called Racing, namely Racing Games or racing games. Many game developers make games that are racing. This kind of game aims to create entertainment accompanied by emotional tension between individuals or groups. but only a few play games with this racing genre. This is because games with the racing genre are still not attractive according to some people and the choice of racing games on mobile devices is still limited. This shows that the type of racing game is still lacking compared to other game genres. Therefore this research aims to create a racing game called Car of Racing. This game is made using unity software which consists of Assets and Packages in it. In the visual world, media assets play a major role in the success of a 3D graphic in game development. At the conclusion above, it can be seen that the game has been successfully made under the name Car of Racing with the unity engine.

Bibliography (2010 – 2022)