

CHAPTER V

CLOSING

5.1 Conclusion

Based on the result and methodology of the research of creating 3D character assets, conclusions are drawn upon the research and creation.

1. There are several pivotal stages on creating the 3D asset characters for the game "Prism Odyssey" including data collection, analysis asset requirements, asset creation, assessment, evaluation until implementation to the game. The creation of the two different character modeling is done by using Blender as the main software based on the concept art. Several techniques are used to create the character models. The usage of NURBS modelling is combined by other techniques such as polygonal and edge modelling to make the process easier to get the desired stylized anime result. The utilization of NURBS modelling is used to make the editing easier and faster without having to clean up each meshes.

2. The game "Prism Odyssey" underwent testing phases including Alpha Testing and Questionnaire testing. Through the Alpha testing, all the functional requirements have been completed.

3. The culmination of this research is anticipated to add knowledge and experience related to 3D Modeling and art in general, moreover, accomplishing the thesis.

5.2 Suggestion

Upon drawing the conclusions from this research, there are some invaluable suggestions that hopefully will be useful for subsequent stages of development. The suggestions are as follows:

1. Enhance more uniqueness of the characters by doing more research on the concept art. Adding way more complicated accessories can enhance the overall character model, adding more interesting aspect.
2. Optimize rigging by adding controller to be easier to make animation and pay more attention to the deformation issues to refine the character's articulation.
3. Adding rigging for expression to facilitate broader emotional movements, expanding the rigging to encompass nuanced facial expansion.
4. Adding more diverse animations. This involves a significant increase in the array of animated sequences.