

ABSTRACT

The designer will focus on the Video Games Environment of Kaliyuga: The Dark Ages which adapted from a Novel titled Garuda Riders, with the intention of instilling an impression in the minds of every young generation that Indonesian nature and buildings can also be attractive too like foreign nature and buildings. In addition, the designer also wants to instill the impression that something that is set in Indonesian can be something that is trending and fun to know and learn more.

To display the nuances of Indonesia, the Designer uses data collection methods in the form of literature studies, interviews and questionnaires related to the object to be designed. Then data analysis was carried out with qualitative methods of data collected based on the theoretical basis used, namely: "Adaptation theory" from Linda Hutcheon, "Game Overview" from Jeanine Novak and "Level Design" from John Feil.

The designer uses the PC Platform so that the Environment is made maximally in displaying the natural beauty and typical Indonesian buildings. Besides that, the style used is 3D realist so the player will feel more immersion. It is hoped that from the results of this Environment Design can lift the World Game trend which is set in Indonesian nuances. At the same time it can inspire the young generation to be more interested in Indonesian culture.

Key Words: Environment Video Game, Novel Garuda Riders, Nuance of Indonesia.