ABSTRACT

The Law Department at RMIT University faces challenges in conducting simulation practices for becoming a lawyer. This issue is due to the lengthy time required for field practice, which can hinder the assessment process. As a solution to this problem, the author and a team of interns at Metalabs, in collaboration with RMIT University, developed Justice Rising, a WebGL-based role-play application themed around civil law and Intellectual Property Rights. In the development of 3D assets for the Justice Rising application, the Design Thinking method was used, and it was tested using the Product Reaction Words questionnaire method on 25 respondents. During the 12-month internship process, the author contributed to the development of the Justice Rising game as a 3D Artist by producing 30 characters, 7 interior buildings, and 4 supporting assets.

Keywords: Role-Play, 3D Artist