

1. INTRODUCTION

1.1. Background

Cindaku is a myth in Sumatra, specifically in Kerinci, Jambi. Cindaku is known to be a weretiger who protects the balance of nature from external and internal threats (Fathonah, 2020). Stories of Cindaku serve to teach people the importance of preserving the environment and passing down traditional values to future generations. The connection between humans and nature is highlighted in the myth of Cindaku to emphasize the need to respect the balance of nature (Saketi, 2009). In the past, myths were spread mouth-to-mouth. Nowadays, the way that myths spread has gone beyond the traditional methods. Myths can now be told through audiovisuals in various media and forms, including games. Games as a digital media can effectively reach people from all walks of life. Moreso, according to Dankov and Dankova (2023), video games are effective and contemporary tools for influencing and educating users. This makes video games an effective medium to spread the mythology of Cindaku.

Games based on mythology have already been popular. Many people have taken an interest in these games. One example of these games would be DreadOut, a game where it brings up the topic of Indonesian horror myths. This game has become one of the most notable examples of spreading horror myths that are indigenous to Indonesia and today's society. DreadOut has an estimated revenue of \$1,200,000 (GAMES-STATS.COM, 2023) which indicates that it has gained a huge player base. One beneficial outcome of this is that the Indonesian myths shown in DreadOut are now more popular.

This current research includes a questionnaire filled by the target audience of this game to determine what style and genre the character and game should have. The target audience of this research is gamers aged 17-22 who reside in Bandung. This specific demographic was chosen because Bandung is the researcher's place of residence which made it easier to conduct surveys and collect data. The age range of 17-22 was chosen to focus on young adults

who are generally active gamers. The questionnaire done for this research revealed that the target audience do not know what Cindaku is, and for those who do know what Cindaku is, they know very little about it and its values.

The creation of the 3D character starts from a reference sheet for the design of Cindaku, consisting of a front, back, and side view. The reference sheet is then used to create the character in 3D space by using the 3D software called Blender. Once the 3D character is finished, the animation process can begin to create animations. These animations can then be implemented into the game using the Unity game engine.

1.2. Problem Statement

Based on the background, a few problems can be outlined which are:

1. The need to preserve and promote traditional myths and values, such as the myth of Cindaku, in modern society.
2. Lack of awareness on the myth of Cindaku from young adults in Bandung.

1.3. Research Questions

1. What are the values of the myth of Cindaku?
2. How can a 3D game character animations be designed based on the values of the myth of Cindaku?

1.4. Scope

1.4.1. What

This research “Sumatran Weretiger, Cindaku: Designing a 3D Game Character Animation for Bandung Youth Based on Mythology from Kerinci, Jambi” focuses on creating character animations for Cindaku, the myth of a weretiger from Kerinci, Jambi.

1.4.2. Why

The purpose of this project is to find the values of the myth of Cindaku and to educate players about its importance.

1.4.3. Who

This project is aimed to appeal to gamers and students with ages ranging from 17-22.

1.4.4. When

The project takes place starting from March 2024 to August 2024.

1.4.5. Where

The data collection for this project is in Bandung, West Java, and Kerinci, Jambi.

1.4.6. How

The project starts by gathering data related to Cindaku, and then designing the character of Cindaku. Once the design is finished, a 3D model is made along with the textures. With the 3D model done, it can be rigged to allow for movement and posing. The 12 principles of animation will be used to create lifelike animations for Cindaku based on reference videos. The animations are then implemented into the game prototype which includes basic controls such as walking and attacking enemies.

1.5. Purpose

Based on the research questions, this project aims to:

1. Exploring the values of the myth of Cindaku.
2. Develop 3D game character animations as an interactive educational material that explores the values of Cindaku.

1.6. Method of Data Collection and Analysis

- Literature Study
Books, articles, and journals are used to reference the design of Cindaku and the animation techniques.
- Interview
Individuals from Kerinci are interviewed to gather their thoughts and opinions on Cindaku.
- Questionnaire

A questionnaire is filled out by the target audience of this project to know how much they know about Cindaku and the topic of weretigers.

1.7. Design Framework

Below is the framework used to design the 3D game character animations:

