THE MAKING ~ DRIVING SIMULATION 3D GAME USING DX STUDIO: SCORE

Nina Ujianti Negari, Dr. – Ing. Farid Thalib

Undergraduate Program, Faculty of Industrial Engineering, 2009

Gunadarma University

http://www.gunadarma.ac.id

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ABSTRACT :
The early Introduction of traffic as the first stages to all parties for knowing the usefulness of the signs so far never or frequently encountered. But how to convey the information with an interesting and fun game. Therefore, the making of a 3D simulation game that introduces the basics are signs that they know the road that could change their perception that the education boring and uninteresting. Need to be undertaken stages, was made to make the game as follows: determination of game story, road construction design of the display, object creation, Game Development Plot and final stage of the algorithm and is making a program to score with DX STUDIO. And a test with a questionnaire to 20 correspondents in terms of appearance, utility programs, system programs and program content.