

***APPLICATION OF 3D MOTOR MABUR GAME USING GAME LOGIC  
METHOD ON BLENDER 3D BASED ON DESKTOP***

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***ABSTRACT***

*Currently 3D modeling has been many developed and widely applied to various fields of industry, one of the modelling techniques is a polygonal modelling technique that can be applied to games with 3D graphics. Games that are currently considered as some entertainment media can only be used as entertainment media to train agility by making it an interactive games with good visuals. The manufacture of 3D helicopter model aims to produce helicopter models that can be applied to the game "Motor Mabur". From the results of testing "Motor Mabur" Games using a desktop device that allows the use of full screen larger than full screen while the use of memory is smaller when before full screen, and for the results of the game testing uploaded on the itch.io game site, got the number of views 84, download 30, rating 4, collections 1, comment 10, impressions 110 and ctr 0.91 %.*

***Keywords:*** *Motor Mabur Game, Polygonal, 3D Graphics, Interactive Game*