



**UTM**  
UNIVERSITI TEKNOLOGI MALAYSIA

**SCHOOL OF COMPUTING**

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**SECV2213 - FUNDAMENTAL OF COMPUTER GRAPHICS SECTION 01**

**ASSIGNMENT 1- COMPUTER GRAPHIC APPLICATION**

**GROUP 8 - VIDEO GAME ( PUBG )**



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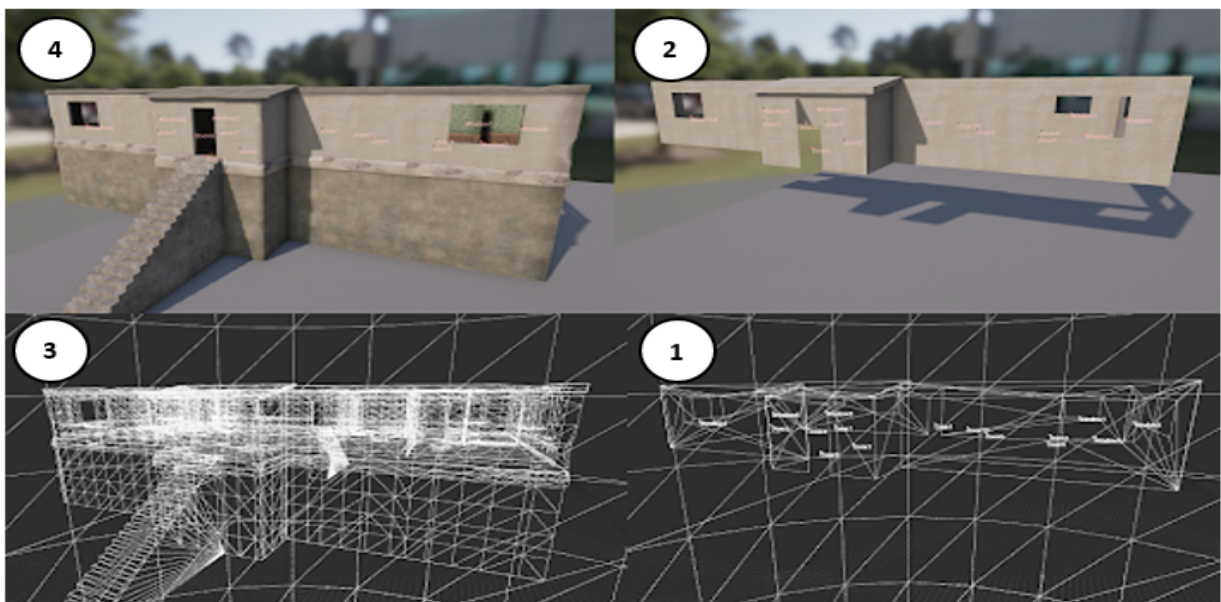
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## 1. INTRODUCTION

Video game is one of the applications of computer graphics and uses a variety of computer graphic techniques in the visual aspect. In this report, we do some research on the visual making of the PUBG video game and we will discuss how the computer graphics were used in the visual effects in this video game. The outline of our discussion is as follows; Section 2 discusses how the computer graphic was used for visual effects, Section 3 discussed the computer graphics term found in this video game and the last section is the conclusion.

PUBG MOBILE HUNDRED RHYTHMS is a Battle Royale game played by over 1 billion players worldwide. The official PLAYERUNKNOWN'S BATTLEGROUNDS designed exclusively for mobile. People can play it free anywhere and anytime. PUBG is powered by Unreal Engine 4, and it delivers jaw-dropping HD graphics and 3D sound. Besides that, it is featuring customizable mobile controls, training modes, and voice chat. People can experience the most smooth control and realistic ballistics, weapon behaviour on mobile. [1]

## 2. HOW COMPUTER GRAPHICS WAS USED FOR VISUAL EFFECTS



**Figure 1: The wireframe for one of the building in pubg mobile**

In figure 1 shows the wireframe for the building in PUBG Mobile. For image 1 it shows the base for the wireframe and image 3 it shows the full wireframe for the building. After finishing the wireframe, then we will add other processes like mockup, rendering, lighting and others that can make the building look realistic.



## ACKNOWLEDGEMENT

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## VIDEO PRESENTATION

**Link:** <https://youtu.be/rAiCs4T4OX8>

## REFERENCES

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