

ABSTRACT

MERGING VIRTUAL OBJECT WITH REAL ENVIRONMENT IN AUGMENTED REALITY FOR LAMPUNG MUSEUM

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The information and description of each objects in Lampung Museum based on the text which is unattractive and static. Applying technology of Augmented Reality used to develop an application that useful as an additional information media on the objects in Lampung Museum, that are virtual text, 3D object, animation, audio, and video. This application was named ARMULA, its acronym of Augmented Reality Lampung Museum. With this application is expected can make the object more informative and attractive, so that it be able to increase the interest of society to the Lampung Museum.

Key words: ARMULA, Augmented Reality, Lampung Museum, Object