ABSTRACT

AUGMENTED REALITY TECHNOLOGY IMPLEMENTATION ON BUILDINGS IN THE FACULTY OF MATHEMATICAL AND SCIENCE LAMPUNG UNIVERSITY

By

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Augmented reality can be utilized for various fields, such as the layout of city planning in the field of architecture, volcanic lava flows in the field of volcanology, and so forth. One method that can be used in augmented reality is a tangible interface. This method can reflect physical based on digital data. Applications used the functions in the ARToolKit library to display a desired virtual object. Objects created using 3D design software and then are loaded to add virtual objects in a real environment and in the real time. In this research, augmented reality technology is applied to form the buildings environment at the Faculty of Mathematics and Science (FMIPA) Lampung University. This application can view the virtual building from all side, the information direction, and location of each building. The results analysis indicate that the augmented reality technology can be applied to builds of virtual FMIPA environment.