ABSTRACT

Muhammad Fahreza 54418575
SIMULATION OF THE REAL WORLD PHYSICS LAW USING BLENDER 3D VERSION 2.90

(xi + 70 + Attachments)

Today the virtual world has become an alternative way of depicting living and dead creatures to the world of work that requires a complex simulation in order to get a picture that is close to real, Aimed at users from Middle-High School Students. Blender is a 3D software that is prioritized in the construction of 3D models. The settings are most often made in numerical form and simulation modes are provided. Understanding how gravity works from a constructed object can be done with precision. There are 2 methods used in this paper, namely BlackBox Testing and Dynamic Simulation. Test results on the features and functions contained in the application run well with the size of this application which is 35.46 mb. The specifications needed to build the simulation are Intel Core Processors I5 7200M, 12GB DDR4 RAM and 2GB NVIDIA Geforce GT 920MX VGA

(Bibliography 2021)