ABSTRACT

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APLICATION OF VIRTUAL REALITY INTRODUCTION TO BUILDING H GUNADAMA WITH ANDROID BASED (ILAB2 AND LIBRARY)

Key Words : Technology, Virtual Reality, Campus H Gunadarma Depok, iLab2, Library

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Virtual reality is a technology that allows users to interact with an existing environment in a virtual world that is simulated by a computer, so that users feel they are in that environment. The library is a place to study, find and develop information or educational institutions, and also as an educational tool in education that is managed in such a way, in the campus area the library is used as a place that provides facilities for learning both in a formal and non-formal environment. The library contains a collection of books either in printed form or digital books that can be accessed by computer networks. In this paper, it is discussed about making the H Gunadarma campus Virtual Reality application for Android-based smartphones that can be implemented as learning in the form of visualization, which is expected to increase knowledge about the H campus room for new Gunadarma students. Modeling virtual reality objects and textures using Blender 3D will then be processed using Unity. With unity, we can create a Virtual Reality application from the objects and textures that we have created. An Android-based Virtual Reality application that uses the Andorid Operating System with a minimum specification version of 'Android 4.4 (Kitkat) " this is created in several stages. Starting from designing objects, giving object textures, designing applications to the final stage of testing on a smartphone. The Campus H Gunadarma Depok Virtual Reality application is based on trials that have been carried out on 4 smartphones with different specifications which states that this application can run well without experiencing errors and this application can run with normal FPS if it is run with a minimum specification of a Snapdragon 439 processor with RAM. 4GB.

Bibliography (2012-2018)