

# Abstract

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VIRTUAL REALITY LAYOUT THE LIBRARY OF H CAMPUS GUNADARMA UNIVERSITY.

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Keyword : Perpustakaan, Virtual Reality, Kampus H, Universitas Gunadarma, Tata Letak

(12 + 41 + attachments)

The scientific writing is about “Virtual Reality Layout The Library of H Campus Gunadarma University”. Because the lecture system of Gunadarma University is moving class and has several Campus in Depok, this application was made aiming to provide information of the spaces that exist in the library of Campus H Gunadarma University.

With the technology of Virtual Reality is easier for humans to feel directly visiting a virtual world of the library of Campus H Gunadarma University. Therefore, for Students, Faculty, and visitors who will come to the Library Campus H can try this application to get information about existing spaces and will have no difficulty or confusion when they visit. For three-dimensional models of library created using Blender 2.71, then to give response or movement on the application using Unity.

Bibliography (2003-2014)