

***APPLICATION OF RECOGNITION OF BENGKALIS
STATE POLYTECHNIC BUILDING APPLICATIONS
BASED ON AR (AUGMENTED REALITY)***

Name : M.Azmi
NIM : 6103191331
Supervisor : Sri Mawarni, M.Si

ABSTRACT

Augmented reality (AR) technology is a technology in the field of communication and information that combines two-dimensional or three-dimensional virtual objects into a three-dimensional real world. But there is no media promotion and introduction to the Bengkalis State Polytechnic campus building using Augmented Reality (AR) technology. Therefore, media is needed for the introduction of campus buildings and promotional facilities with Android-based Augmented Reality Marker Based Tracking technology. This application uses 3D blender software to create 3D objects and Unity 3D software to create Augmented Reality applications. The purpose of this research is to use AR (augmented reality)-Based Applications for Recognition of Bengalis State Polytechnic buildings as a promotional medium by utilizing Augmented Reality technology. Of course, with this application, it is easier to get to know the Bengkalis State Polytechnic campus to prospective new students.

Keywords: *Marker, Augmented Reality, Software Vuforia, unity 3D.*