

DAFTAR GAMBAR

Gambar 2. 1 Multimedia Develoment Life Cycle.....	2-8
Gambar 4. 1 Struktur Navigasi	4-1
Gambar 4. 2 Usecase Diagram Aplikasi	4-2
Gambar 4. 3 Activity Diagram Menu Mulai.....	4-6
Gambar 4. 4 Activity Diagram Menu Info.....	4-7
Gambar 4. 5 Activity Diagram Menu Panduan.....	4-7
Gambar 4. 6 Sequence Diagram Mulai	4-8
Gambar 4. 7 Sequence Diagram Tracking Marker	4-9
Gambar 4. 8 Sequence Diagram Tampilan Objek 3D	4-9
Gambar 4. 9 Menu Splashscreen.....	4-10
Gambar 4. 10 Design Menu Utama	4-10
Gambar 4. 11 Design Menu Info	4-11
Gambar 4. 12 Design Menu Panduan	4-11
Gambar 4. 13 Design Kamera AR aktif.....	4-12
Gambar 4. 14 Design Marker Terdeteksi.....	4-12
Gambar 5. 1 Objek Cylinder	5-1
Gambar 5. 2 Seleksi Objek	5-2
Gambar 5. 3 Melakukan Smooth Pada Objek.....	5-2
Gambar 5. 4 Memberikan Texture Pada Objek	5-3
Gambar 5. 5 Objek 3D Buah Naga	5-3
Gambar 5. 6 Objek 3D Buah Apel	5-4
Gambar 5. 7 Objek 3D Buah Markisa.....	5-4
Gambar 5. 8 Objek 3D Buah Mengkudu	5-5
Gambar 5. 9 Objek 3D Buah Nanas.....	5-5
Gambar 5. 10 Objek 3D Buah Pisang.....	5-6
Gambar 5. 11 Objek 3D Buah Pome.....	5-6
Gambar 5. 12 Objek 3D Buah Sirsak.....	5-7
Gambar 5. 13 Tampilan Web Vuforia Developer	5-7
Gambar 5. 14 Tampilan Form Add Target Manager	5-8

Gambar 5. 15 Tampilan Database Vuforia	5-8
Gambar 5. 16 Download Database	5-9
Gambar 5. 17 Tampilan Splashscreen.....	5-10
Gambar 5. 18 Tampilan Menu Utama	5-10
Gambar 5. 19 Tampilan Menu Mulai.....	5-11
Gambar 5. 20 Tampilan Menu Info	5-11
Gambar 5. 21 Tampilan Menu Panduan	5-12

