

## DAFTAR GAMBAR

Gambar 2-1 Cara kerja Augmented Reality.....	2-6
Gambar 2-2 Metode MDLC.....	2-16
Gambar 3-1 Deskripsi umum System .....	3-1
Gambar 4-1 Flow Chart System.....	4-2
Gambar 4-2 Use case Diagram aplikasi .....	4-3
Gambar 4-3 Activity Diagram pada menu utama .....	4-4
Gambar 4-4 Activity Diagram pada AR camera.....	4-4
Gambar 4-5 Activity Diagram pada info .....	4-5
Gambar 4-6 Activity Diagram pada exit.....	4-5
Gambar 4-7 Sequence Diagram pada Menu utama.....	4-6
Gambar 4-8 Sequence Diagram pada AR camera.....	4-6
Gambar 4-9 Sequence Diagram pada Info .....	4-7
Gambar 4-10 Sequence Diagram pada Exit .....	4-7
Gambar 4-11 Marker Kuda nil.....	4-8
Gambar 4-12 Flow chart Alur Sistem Marker .....	4-8
Gambar 4-13 Desain 3D Buaya Afrika.....	4-9
Gambar 4-14 Desain 3D Gajah Afrika.....	4-9
Gambar 4-15 Desain 3D Singa Afrika.....	4-10
Gambar 4-16 Desain 3D Kuda Nil.....	4-10
Gambar 4-17 Desain 3D Badak .....	4-11
Gambar 4-18 Desain 3D Zebra .....	4-11
Gambar 4-19 Menu SplashScreen.....	4-13
Gambar 4-20 Menu loading .....	4-14
Gambar 4-21 Menu Utama.....	4-14
Gambar 4-22 Menu Info.....	4-15
Gambar 4-23 Menu ARcamera .....	4-15
Gambar 5-1 seluruh marker .....	5-1
Gambar 5-2 form menu License Manager.....	5-2
Gambar 5-3 form database .....	5-2
Gambar 5-4 form Add Target marker.....	5-3
Gambar 5-5 Tampilan database ARHewanAfrika .....	5-3
Gambar 5-6 Hasil Marker Zebra .....	5-4
Gambar 5-7 Hasil Marker KudaNil .....	5-4
Gambar 5-8 Hasil Marker Badak .....	5-5
Gambar 5-9 Hasil Marker Buaya .....	5-5
Gambar 5-10 Hasil Marker Singa .....	5-6
Gambar 5-11 Hasil Marker Gajah.....	5-6
Gambar 5-12 Tampilan Download Database.....	5-7
Gambar 5-13 Pembuatan objek 3D di software blender .....	5-7
Gambar 5-14 Database ArhewanAfrika.....	5-8
Gambar 5-15 create project unity.....	5-8
Gambar 5-16 import database ARHewanAfrika.....	5-9
Gambar 5-17 Import Objek 3D Hewan afrika .....	5-10
Gambar 5-18 Pembuatan canvas pada unity .....	5-10
Gambar 5-19 Pembuatan LeanTouch.....	5-11
Gambar 5-20 Pembuatan C# Script .....	5-12
Gambar 5-21 DataTarget.cs .....	5-12
Gambar 5-22 Build Settings Unity.....	5-13

Gambar 5-23 Tampilan Menu Splash screen .....	5-14
Gambar 5-24 Tampilan Menu Loading .....	5-15
Gambar 5-25 Tampilan Menu Utama .....	5-15
Gambar 5-26 Tampilan Menu Info .....	5-16
Gambar 5-27 Tampilan AR camera .....	5-16

