DEVELOPMENT OF 3D INTERACTIVE MAP ON S1 TEKNIK MESIN B INSTITUT TEKNOLOGI SEPULUH NOPEMBER SURABAYA WITH UNREAL ENGINE

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Abstract

The rapidly of the development technology inflict on the Current technological developments have an impact on the presentation of information concerning the application of one such site. At first presentation of information on some of the buildings are still using the map two dimensional (2D), but the presentation of information using two dimensional map gives an overview of the building and the lack of explanation of the details of the building. Over the course of time and the development of technology, the presentation of information using a map three dimensional (3D) began to be used. With the use of three dimensional map, the appearance of the building look more detailed and interesting, not least at the Institut Teknologi Sepuluh Nopember (ITS).

In this thesis, the author has developed a three-dimensional map by using a search tool that is already familiar, namely the Unreal Engine, but it is also the author also uses another application that is pengukung 3ds Max for modeling three-dimensional objects and Adobe Flash as the user interface for information and interaction. Application of this three-dimensional map will be presenting a map of S1 teknik mesin Institut Teknologi Sepuluh
November (ITS), and is expected to make it easier for the user and determines virtually visit the building as well as in the real world without having to come directly to the place.

Keywords: Unreal Engine, Three Dimensional Map of Building
S1 teknik mesin ITS, Institut Teknologi Sepuluh Nopember Surabaya.