DEVELOPMENT OF 3D INTERACTIVE MAP ON NaSDEC BUILDING INSTITUT TEKNOLOGI SEPULUH NOPEMBER SURABAYA WITH UNREAL ENGINE

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Abstract

The last few years, the development of business and technology is growing very rapidly, so that as information technology solutions to support business needs. With the development of technology makes people can build applications visually in the form of three-dimensional (3D). Application visual 3D can be used as a media promotion to introduce something that can description well for some companies.

In this thesis made an application that displays three-dimensional map building NaSDEC ITS using the Unreal Development Kit (UDK). This application was developed starting from the survey data, the design of the application, map-making application to the evaluation results. In making this three-dimensional map will be constructed with supporting applications such as 3D Studio Max for modeling objects 3, Adobe Flash to create an animated display, Adobe Photoshop to create textures and materials, and Sketchup to make a two-dimensional map.

The results of this thesis in the form of important information about the Department of Building NaSDEC ITS, interaction
with users, features directions, and others. This application presents a 3D map view building NaSDEC ITS that allows users to find and visit the virtual building.

Keywords: Unreal Engine, Three Dimensional Map Building NaSDEC Institute of Technology Surabaya.