DEVELOPMENT OF THREE DIMENSIONAL INTERACTIVE MAP OF GRAHA ITS AND UPT BAHASA OF INSTITUT TEKNOLOGI SEPULUH NOPEMBER USING UNITY 3D ENGINE

Student Name : Fino Nurcahyo Nugrohoadi
NRP : 5210 100 019
Department : Sistem Informasi FTIf-ITS
Supervisor I : Dr. Eng. Febriliyan Samopa, S.Kom, M.Kom
Supervisor II : Nisfu Asrul Sani, S.Kom, M.Sc

ABSTRACT

Currently, technology has been developed fast. Especially, in a map presentation for building. Previously, two-dimensional (2D) map was good enough to present some areas. It is different now, two-dimensional map is not interactive enough, a lot of people prefer to use three-dimensional map (3D) to present some areas. Using three-dimensional map makes building and areas surround it in a more detail visualization rather than two-dimensional (2D) map. For that, it takes a visualization in accordance with actual circumstances, namely in the form of 3D visualization. With the advancement of technology, a person can build a 3D application with costs low enough using 3D game engine.

In this thesis, author will develop a 3D map using Unity 3D game engine. Using Unity, author create virtual environments that correspond to its actual condition in a real world. 3D map made in this thesis is based on Graha ITS and UPT Bahasa ITS Surabaya.

This thesis, produce an application that can be used as marketing tool for Graha and UPT Bahasa ITS for students and general public.