DEVELOPMENT OF 3D INTERACTIVE MAP ON STIE PERBANAS SURABAYA WITH UNREAL ENGINE

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ABSTRACT

Information Technology Usage in the development of digital mapping has been frequently used, particularly in the IT. However, once each person doing the mapping on the development of an area or building is done in 2D. 2D mapping did not yet have detailed information, so it is still often raises some questions about the 2D map, because the information contained in the map is not complete and detailed.

Seeing the development of technology in this era, the use of 3D technology started to be used and developed, including the mapping of an area or building tertentu. Untuk build a 3D interactive maps, can be done by using several 3D engine, which is used to develop a project like game.

By utilizing the Unreal Engine, the author will build a 3D digital mapping, so mapping can provide more complete information and details, in accordance with its original condition. The author will mapping STIE Perbanas Surabaya place.

Key words: 3D, Unreal Engine, STIE Perbanas Surabaya.