

**DEVELOPMENT OF THREE DIMENSIONAL
INTERACTIVE MAP ON PT. SEMEN INDONESIA (
PERSERO) Tbk. BUILDING USING UNREAL ENGINE**

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Abstract

Nowadays rapid technology developments have an impact on the presentation of information about the building, which previously used two-dimensional (2D) display, but now using a three-dimensional (3D) display. This 3D display makes the building look more detailed and interesting, including Institut Teknologi Sepuluh Nopember (ITS), which became the object of a 3D visualization as a promotion tool to consumers.

In this thesis the author made a three-dimensional map applications using the Unreal Development Kit (UDK) Engine. This application present the 3D map display of main building PT.Semen Indonesia (Persero) Tbk. Tuban Area interactively and accurately. The users of this application will get a different experience while virtually exploring the building without having to go to the place.

Keywords: *Three-dimensional map, 3D game engine, Unreal Engine, Main Building of PT.Semen Indonesia (Persero) Tbk. Tuban Area.*