

**DEVELOPMENT OF AN INTERACTIVE APPLICATION
THREE DIMENSIONAL INDUSTRIAL ENGINEERING
DEPARTMENT INSTITUT TEKNOLOGI SEPULUH
NOPEMBER SURABAYA USING UNITY3D.**

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ABSTRACT

In providing information on the condition of an area or building, is now using 3D visualization technology because it can provide detailed information in accordance with the actual conditions. However to use the 3D visualization technology, the user must perform the installation process in advance and require high hardware resources to run it. Therefore needed a game engine technology that can produce 3D applications that are easily accessible by the user.

By using the Unity3D game engine that has the ability to create a virtual environment in accordance with the form of fact and produce three-dimensional game Web Player. In this thesis, the author will use Unity3D to develop three-dimensional interactive map applications. With location maps Department of Industrial Engineering Institute of Technology Surabaya November. Development will be done in a three-dimensional map of this application is the addition of the simulation lab, the use of lab work tools, and simulation of the location of books in the reading room of Industrial Engineering.

The results of In this final task is a three-dimensional interactive map applications Industrial Engineering ITS which can be accessed through a web browser. The author hopes that with this

application, users can access it more easily and gain real experience with the interaction of interesting and interactive.

Keywords: *3D Visualization, Unity3D, Map Three Dimensional, Department of Industrial Engineering ITS.*

