

## DAFTAR GAMBAR

Gambar 3. 1 Metode Penelitian.....	III-1
Gambar 3. 2 <i>Multimedia Life Cycle</i> .....	III-2
Gambar 4. 1 <i>Usecase Diagram</i> .....	IV-9
Gambar 4. 2 <i>Sequence Diagram</i> .....	IV-9
Gambar 4. 3 <i>Statechart Diagram</i> .....	IV-10
Gambar 4. 4 <i>Opening UNITY</i> .....	IV-10
Gambar 4. 5 <i>Opening ARTOS</i> .....	IV-11
Gambar 4. 6 Tampilan Menu .....	IV-11
Gambar 4. 7 Tampilan Setelah Dipindai.....	IV-11
Gambar 4. 8 Tampilan Informasi .....	IV-12
Gambar 4. 9 Tampilan Tombol Perintah.....	IV-12
Gambar 4. 10 Tampilan Tombol Tentang.....	IV-13
Gambar 4. 11 Pembuatan Tombol .....	IV-13
Gambar 4. 12 Pembuatan Background.....	IV-16
Gambar 4. 14 Web Konversi 2D Menjadi 3D (2).....	IV-17
Gambar 4. 15 Objek 3D Pahlawan Nasional .....	IV-17
Gambar 4. 16 UNITY: Memulai New Project.....	IV-22
Gambar 4. 17 UNITY: <i>Asset 3Dmodel</i> .....	IV-23
Gambar 4. 18 UNITY : <i>Asset Audio</i> .....	IV-23
Gambar 4. 19 UNITY: <i>Asset Image</i> .....	IV-23
Gambar 4. 20 UNITY: <i>Asset Scene</i> .....	IV-23
Gambar 4. 21 UNITY: <i>Asset Script</i> .....	IV-23
Gambar 4. 22 UNITY: <i>Asset Sound</i> (lagu daerah).....	IV-23
Gambar 4. 23 UNITY: Membuat Halaman Menu Utama .....	IV-24
Gambar 4. 24 UNITY: Membuat Halaman <i>SCAN</i> .....	IV-24
Gambar 4. 25 UNITY: Membuat Halaman Petunjuk .....	IV-24
Gambar 4. 26 UNITY: Membuat Halaman Tentang .....	IV-25
Gambar 4. 27 UNITY: Membuat Halaman Informasi .....	IV-25
Gambar 4. 28 Keterangan Nilai SUS .....	IV-29
Gambar 4. 29 Skor SUS .....	IV-31