

ABSTRACT

There's a lot of search method based on geometry, it's compact, and very useful. Some of the search method is Cuboid, Octree, and *Quadtree*.

Quadtree is one of geometry method that used to search a 2D image. Image is defined as a root, and then the image is split into 4, then each child node will become a root for a child below. Each child is recursively split again until each square can held the image size.

On this Final Project, we implement the object search using *Quadtree*, and try to analyze how much time is needed for search and save the data into database, then display the objek from database. Implementation use Visual Basic 6.0, 3D StudioMax 7, and Microsoft Access 2000.

Keyword : *Quadtree*, image, tree, root