

Abstract

Indonesian traditional musical instrument is one of the cultural heritage which needs to be preserved. One way to preserve it is to introduce to children through an application that can introduce traditional music instruments such uses augmented reality technology.

Augmented reality (AR) is a technology that combines objects in the *virtual* world with the real world and then projected into real time. By using the camera, objects in the real world is recorded. If a *marker (marker)* captured in the video then the application will identify these *markers* and displaying *virtual* objects, people who are playing a musical instrument, in accordance with the code tags. Besides displaying a *virtual* object, the application also play the sound from the instrument is being displayed as well as information about the instrument.

This application was built using software libraries that are a combination of OSGArt ARToolkit as tracking library and open scene graph as a three-dimensional graphics programming library. *Virtual* object of this application is made using 3ds max.

Keywords : musical instruments, augmented reality, OSGArt, 3DS Max