Abstract

Toba Museum is a recognition application as well as media promotion of culture of North Sumatra-based VR with 3D objects, depicting a museum and inside there are traditional clothes, traditional weapons and historical objects of culture of North Sumatra. The whole object/asset in this application was created using Blender and then reprocessed using Unity. In making the application Toba This museum, the steps that we do is identify assets, asset modeling, export assets to unity, manufacture VR on Unity, and finishing.

Now people can get to know the culture of North Sumatra through museum-based VR.

Keywords*: media, culture, 3D, Unity, VR*