

ABSTRACT

Landmark is one of prominent urban space-forming element, which makes the area has an identity as a differentiator with other regions. Landmark is built closely related to the historical value that occurs in it. However, the material and history of the landmark are more presented in text form, whereas according to research, with reading human can only absorb information as much as 10%, 70% by doing, and 50% of what is heard and viewed (audio visual).

With the development of technology, many media are used to visualize history, one of them using Augmented Reality technology. The use of Augmented Reality technology in the delivery of information about landmarks and its history is expected to be well channeled, as users are required to “scanning marker” to view and hear information about landmarks.

Lindar is application for introducing landmark of Indonesian province based on Augmented Reality which requires marker as an intermediary to display 3D object in application. There are two types of markers, landmark markers and historical markers. The landmark marker will display object of landmark in 3D form, while historical marker will only work if it is scanned along with the landmark marker, since the historical marker is a trigger that can affect the landmark marker. By scanning a combination of markers at the same time will display a 3D object of history as well as audio that explains the short history of the landmark.

Key words : landmark, Augmented Reality, marker.