Abstract

This Augmented Reality (AR) application is implemented to display a three-dimensional (3D) image of a typical Indonesian flora and fauna image, so it is expected that the user can see and know the flora and fauna typical of Indonesia. The Augmented Reality (AR) application is created using the help of Vuforia SDK to create its marker and unity used as an eugine or application-making system. And the result of the development of this application is, the application can display a three-dimensional object image that can be clicked to see the development of flora and fauna and displays detailed information.

Keywords: *Augmented Reality, Unity, Vuforia, flora, fauna*