

## DAFTAR GAMBAR

GAMBAR 2.1: EVOLUSI MARKER.....	9
GAMBAR 2.2: BLENDER.....	10
GAMBAR 2.3: UNITY.....	12
GAMBAR 2.4: VUFORIA SDK.....	13
GAMBAR 3.1: GAMBARAN UMUM SISTEM.....	15
GAMBAR 3.2: FLOWCHART APLIKASI.....	16
GAMBAR 3.3: USE CASE DIAGRAM.....	18
GAMBAR 3.4: ACTIVITY DIAGRAM MULAI.....	21
GAMBAR 3.5: ACTIVITY DIAGRAM KAMERA.....	22
GAMBAR 3.6: ACTIVITY DIAGRAM TRACKING.....	23
GAMBAR 3.7: ACTIVITY DIAGRAM OBJEK, SUARA, DAN TEKS.....	24
GAMBAR 3.8: ACTIVITY DIAGRAM BANTUAN.....	24
GAMBAR 3.9: ACTIVITY DIAGRAM KUIS.....	25
GAMBAR 3.10: CLASS DIAGRAM.....	25
GAMBAR 3.11: SEQUENCE DIAGRAM MULAI.....	26
GAMBAR 3.12: SEQUENCE DIAGRAM KAMERA.....	26
GAMBAR 3.13: SEQUENCE DIAGRAM TRACKING.....	27
GAMBAR 3.14: SEQUENCE DIAGRAM OBJEK, SUARA, DAN TEKS.....	27
GAMBAR 3.15: SEQUENCE DAIGRAM BANTUAN.....	28
GAMBAR 3.6: ACTIVITY DIAGRAM KUIS.....	28
GAMBAR 3.16: HIGH LEVEL DESIGN .....	33