

Abstract

The learning process of Sundanese script has been obtained in formal education, but in the learning process it is still with conventional methods. The use of augmented reality (AR) is a solution offered with the aim of making it easier for students to understand the material about the Sundanese script being taught as well as innovation so that learning is more interesting. This research uses action research methodology because it requires data collection methods and data analysis methods so that 3D assets in the application of AR for Sundanese script learning media are appropriate to complete the material in making the AR application. Polygonal Modeling is a digital modeling technique that is suitable for creating 3D models of non-organic objects such as the Sundanese script. 3D assets created are 3D objects of all Sundanese characters, amounting to 55 Sundanese characters, divided into 4 groups of parts. Among them are 7 Sundanese Swara script, 25 Sundanese script ngalagena, 13 Sundanese characters rarangken, and 10 Sundanese script numbers. The 3D asset results will be integrated with the augmented reality (AR) application. Keywords: Sundanese script, augmented reality (AR), 3D assets, Polygonal Modeling.

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