

ABSTRACT

Garbage is an unwanted or unused material after a process. Garbage has the potential to be a problem if the handling is not done properly. During this time the handling until it starts from collection starts at the household then transported by the janitor, and ends at the Landfill (TPA). That's where various types of garbage mix, from organic to anorganic waste. So that waste does not become an environmental problem, it is necessary to participate in the community in its management. People need to understand the types of waste, its uses (if it still can be used) and its dangers. Continuous education is needed so that people are able to manage waste from the beginning of their disposal, able to sort out which ones can be recycled and which ones should be disposed of. With the creation of a 3D Model in support of Augmented Reality (AR) on the Android-based Augmented Reality Waste Type Recognition Application using the Unity application, it is hoped that the public will be helped to be able to distinguish the types of waste and then sort out for the next process. The system to be built must certainly be compatible with the device used will be used and repeated repairs are made so that the system can be utilized optimally in accordance with the purpose of its manufacture. In developing the application, the author uses the MDLC method and gets very good assessment results using the UEQ test with the results of attractiveness scores being 2.63, pragmatic quality having a value of 2.32, and hedonic quality having a value of 2.30, with an average value of 2.54 which means very good.

Key Words : *Augmented Reality, 3D models, Unity, Android, MDLC*