ABSTRACT

This final project contains software giving information on several Indonesian traditional houses. The integration between multimedia components such as text, sound, and 3 dimensional house object, will attract user's interest and understands the content better. The final product of this application is aimed for tourists, students, and our own people so that they are able to know about traditional houses even if they never seen it in real world.

The software is using Augmented Reality (AR) where informations about several Indonesian traditional House are displayed real-time by reading specific marker which will be provided and then translate it into a specific 3 dimensional traditional houses.

There are factors outside the application such as lighting, marker's size and marker's complexity that could affect the displaying of the traditional house. In the end, it will limit the interaction between user and the objects.

Keyword : *Augmented Reality, realtime, marker*