IMPLEMENTATION OF AUGMENTED REALITY IN AN ANDROID-BASED MANUAL BREW COFFEE BEAN RECOGNITION APPLICATION

(CASE STUDY: Café Narawita, Yogyakarta)

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ABSTRACT

The development of Augmented Reality technology can help users to design application development, especially for manual brew coffee beans. In the process of modeling and visualizing attractive and effective designs. A method for making coffee beans that can be displayed in virtual 3D by determining the water temperature, level of sourness and taste, so that the user knows information about the level of taste he wants to make. Based on the research that the author has described, it can be concluded that the application created can display manual brew coffee bean objects in virtual 3D, and can display detailed information from the 3D object. The ZeroBean application can be used as a learning media solution for new Baristas and customers.

Keywords: Coffee beans, Augmented Reality, Marker, unity.