

IMPLEMENTATION OF AUGMENTED REALITY IN A MOBILE-BASED CENTRAL KALIMANTAN FRUIT RECOGNITION APPLICATION

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ABSTRACT

Central Kalimantan is one of the five provinces in Indonesia on the island of Kalimantan. Central Kalimantan is close to the equator and has a tropical climate, resulting in a large diversity of animals and plants that live in this tropical climate. The plant varieties on the island of Kalimantan are different from plants that live outside the island, this is influenced by temperature, humidity, environment and exposure to sunlight, causing the fruit produced from plants on the island of Kalimantan to be different from those outside the island. in terms of color, size and taste. Many people do not know about the typical (local) fruits that are spread throughout Indonesia, especially on the island of Kalimantan, so if left unchecked, it could threaten the preservation of these typical fruits. Based on these problems, this research designed and built an AR application for recognizing typical Central Kalimantan fruits. The application was built using Unity and Vuforia tools, and the method used was marker based. The 3D objects displayed are rumbia, kenyem, wanyi, papaken durian, ridan and ramania fruit. So that it is easier for people to know the typical fruits of Central Kalimantan. The result of this research is an AR mobile application that recognizes typical Central Kalimantan fruits.

Keywords: Fruit, Central Kalimantan, Augmented Reality, Unity 3D, Information, Marker Based