

Abstract

Indonesia has a lot of cultural diversity, including many traditional houses, traditional weapons and traditional clothing. Cultural diversity is a nation's wealth. However, many Indonesian culture is claimed by other countries, Indonesian culture which is claimed by other countries, such as ulos cloth, keris, badik tumbuk parang. One cause of the claimed Indonesian culture is the lack of socialization of Indonesian culture in the media and also today's youth has been much to forget and indifferent to the existence of Indonesian culture. Therefore, in this final project we have built the application of Culture which contains Indonesian Traditional Clothes, Indonesian Traditional Weapon, Indigenous Clothes Indonesia in a creative and innovative so that people are more interested in studying Indonesian culture by using technology such as Augmented reality. By using the technology of Augmented Reality culture in Indonesia can be displayed in three dimensional form and this technology can be easily applied using android based smartphone.

Keywords : My Culture, Traditional Home, Traditional Weapons, Traditional Clothing, Augment Reality, 3D.