

ABSTRACT

The ar system typical Indonesian food has been completed, the system has been able to introduce traditional foods to the public in a unique and attractive way. The system is running as expected and without interference based on the results of the black box test. Our hope with this system would make the typical Indonesian food known to many. It also has restrictions such as could not be used in various operating systems, a system that can only be run in the android 10 operating system.

The system can only show 16 typical Indonesian food assets, and it is hoped that further research will enable the system to display more food assets and display Indonesia's more realistic, interactive, food 3d objects. 3d objects are developed to meet such needs as news, education and entertainment. The technology that allows 3d objects to function both as information and entertainment is Augmented Reality (AR).

Ar can be developed on mobile devices such as android devices. Ar links the real world and the virtual world really-time that allow us to interact with virtual objects at all times, with these user getting an image of real objects with 3d visual aid visualization of objects. Ar can be used with marker based tracking or no marker, on markerless user methods it can use markers in addition to images like face appliances and motion tracking. 3d objects will appear around the marker and follow the marker.

Keywords: unity, game