

ABSTRACT

Sri Baduga Museum is one of the Cultural History Museum in Bandung, West Java Province. in general, museum presents information artifacts or historic objects that have more scientific value philology with just a static text that are less able to represent the value of knowledge is contained within a historical object. Number of HR (Human Resources) are limited to the museum becomes an obstacle when the museum gets a lot of visitors at a time when the same. This resulted in many people who feel less comfortable when visiting a museum for tourist or object mempelajari bersejarah and prefer to find information via the media networks that provide more practical information.

In the present study discussed how to implement Markerless Augmented Reality technology as a medium to deliver information on the museum sribaduga object-based operating system Android. Markerless Augmented Reality is a technology that unites the virtual object either two-dimensional (2D) or three-dimensional (3D) in real environments in realtime without using Frame marker (marker) that would require more space. Visitors only need to install an application on android smartphone to display information presented interactively by using 3D animation. So the delivery of information on museum artifacts can be delivered in a clear and interactive that makes visitors feel more interested because getting a different experience when visiting the Museum of Sri Baduga.

Key word : markerless augmented reality, animation, museum