

ABSTRACT

The rise of smartphone application usage is currently fishing the programmer to race - competing to create good and interesting mobile applications. In creating such applications is not easy, we must understand how our system works, what is the best algorithm for our system and have to test in order to get the best results.

In this final project analyzes the natural feature tracking method with a different step in the detection of a marker. Two different measures are derived from two libraries of augmented reality are vuforia and in2ar. Of these two steps will be compared to measures which are better at detecting a marker of the same device with Augmented Reality applications. Surely this application will run on Android-based devices.

In this research can be seen that the detection time marker with the steps used in the library in2ar faster than vuforia library, in addition to the elevation of marker detection in2ar library smaller than vuforia. But the algorithm used library vuforia lighter and stable when the marker was detected and led to a 3D object.

Keywords: *Augmented Reality, Android, Smart Phone, Tablet PC*