

## ABSTRACT

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*In the classroom, teachers still use the lecture method is still the main method applied by the teacher while learning in the classroom, thus becoming one of the causes of its less active students in the classroom. To overcome this, we need a more interactive learning methods, ie media that support learning to visualize the material understanding of the lithosphere and pedosphere in 3D. It required a more interactive learning methods, namely the presence of media that provides a visualization of the material in the form of 3D animations and simulations to help students understand the material. This interactive learning applications built using the Unity 3D, Blender, and Corel Draw in its workmanship and using ADDIE. The research was conducted on students of class X SMAN 1 Dayeuh Conservative 20 students. In knowing the effectiveness of application testing by providing questionnaires to teachers and students. From the results of the questionnaire was concluded that the majority of respondents expressed the view of the interesting applications, can be interesting to learn, and able to assist the process of learning in the classroom.*

*Keywords : Application, Multimedia, Litosphere and Pedosphere, 3 Dimensions*