ABSTRACT

Augmented reailty is a technology that combines the virtual object into real world in realtime. But in a case, augmented reality default application in unable to interact between virtual object and real object.

The shortcoming of that augmented reality application can be handle with vuforia. With vuforia, the application can detect real object. In this final project, writer wants to add colission detection to vuforia augmented reality application so that the virtual object can interact with real object in augmented reality environment.

The result obtained in this final project is the shape and size of object is affect detected or not that object in application. A big and solid object like perfume bottle will easily detected in application with presentation of success reached 100%. However, if the object is thin and tiny like wallet, application will hardly detected that object in range between 45 cm and 60 cm.

Keyword: augmented reality, vuforia, colission, occlusion.