ABSTRACT

In scout activities, there are many kinds of knots that must be known by the scout members. Of the various knots that exist, of course there is an easy and some are difficult in the process of making. From each knot has its own function. Making this application aims to create a visualization of how knot creation and explanation of knot functions.

The development model used in this application is the Prototype model, because this method is considered appropriate to be used for making learning applications. The steps that are implemented based on Prototype method are as follows: (1) Communication, (2) Quick plan, (3) Modeling Quick Design, (4) Construction of Prototype, (5) Deployment, Delivery & Feedback. This application is built using Blender and other supporting tools.

Therefore, it takes a desktop-based 3D knot learning app. This app can help scout members learn how to create a knot with 3D visualization that comes with text as well as an explanation of the functionality of each of the desktop-based knots.

Keywords: Apps, Knot, 3D.