

## ABSTRACT

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*Augmented Reality is a technology that combines 3D graphic objects with the real world. Augmented Reality The essence of this is to do interfacing to put virtual objects into the real world. Now research using Augmented Reality growing rapidly. And utilize this area to improve learning and increase knowledge is one way to increase students' interest in learning. This application is intended to facilitate teachers and students in teaching and learning in schools. This application is capable of displaying view objects with a 3D animation that can be viewed from all sides. These applications run on the Android smartphone and scan the marker on the book My Pals Are Here to view animated 3D objects. This application has several functionalities, which can emit sound and features zoom in - zoom out. This application is created using ADDIE. Tools used in the making of this application is Blender as modeling, rigging, and animation. Unity as a tool maker into Augmented Reality 3D objects. Vuforia as editor Marker. This final project build and design an Application Introduction of Animal and Plant uses Augmented Reality technology based on the Android platform so it can run on Android-based smartphones.*

*Keywords: Applications, Augmented Reality, Unity, 3D, IPA, Android.*

