ABSTRACT

Landmarks are one of the prominent urban icon-forming elements, which makes a region of identity distinctive to other areas. Landmarks are built closely related to the historical value that occurs in it. However, landmark material and more info are presented in text form, whereas according to research, with human reading it can only absorb information as much as 10%, 70% by doing, and 50% of what is heard and viewed (audio visual).

With the development of technology, many media are used to visualize info, one of them using Augmented Reality technology. The use of Augmented Reality technology in the delivery of information about landmarks and its history is expected to be well channeled, as users are required to "scanning markers" to view and hear information about landmarks.

Metropolis is an iconic modeling app for the capital based Augmented Reality that requires markers as an intermediary to display 3D objects in applications. the type of marker used, ie the landmark marker. The landmark marker will display the object of the landmark in 3D, as well as the audio describing the landmark short info.

Keywords: landmark, Augmented Reality, marker.

Kata kunci : *landmark*, *Augmented Reality*, *marker*.