Abstract

The development of information technology allows us to learn various kinds of knowledge that can be accessed easily via a smartphone or Android application, one of which is studying Indonesian culture starting from the introduction of traditional musical instruments. So that the introduction application development will be carried out, for the media to introduce traditional West Java musical instruments. By using 3D objects as a medium of recognition. The use of 3D objects can provide a clearer picture to the user, because it can show the original shape and can interact with the user. This application is another alternative on how to introduce traditional musical instruments, especially West Java traditional musical instruments, to the public. The method used in making 3D models is to use primitives modeling or constructive solid geometry, which is devoted to the design of 3D models with the stages of data collection, 3D modeling, texturing and rendering. 3D objects will appear when scanned on markers in the AR feature, and there is audio that supports 3D objects to be more interactive. Based on the results of beta testing, the use of 3D objects and audio can increase users' interest in knowing traditional West Java musical instruments with an average value of 88.17%.

Keywords : 3D modelling, sound, traditional musical instruments