

Abstract

The development of learning system technology allows us to insert various contents into it, one of which is the Augmented Reality application that can display Solar System Objects in 3D. Storytelling becomes an efficient form of application learning because before the user cannot directly use it but tell the story / plot first. The methodology used in building applications is the Multimedia Development Life Cycle (MDLC) methodology. The analysis is carried out among others by conducting research and data collection to obtain information needed in making the application. Making this 3D model using Blender Software. The results of the analysis and development of this application are expected to help in increasing effectiveness for users in visualizing 3D Design in Augmented Reality Applications of the Solar System.

Keywords: Augmented Reality, 3D Design, Solar System, Storytelling