

ABSTRACT

Pandeglang regency is an area that has a lot of cultural heritage, the cultural heritage is a remnant of the relics of the past, with the existence of the cultural heritage pandeglang district becomes an area rich in history and events, but there are still a lot of pandeglang district communities, especially teenagers who do not know the historical side and function of the heritage of the cultural heritage, when it becomes very important for the community to know the history so as not to be lost in the gerus by the modern era is very rapid this, therefore the purpose of the Design of 3D Modeling For Augmented Reality (AR) As An Educational Media For Youth Heritage Buildings in Pandeglang Regency to add insight and education for the community, especially teenagers to know the history of the cultural heritage, especially the heritage buildings in pandeglang district, this design is packed with different media, augmented reality media presents modern educational media , looking at the jama now everything is all technological. With the existence of 3D media modeling that is projected into augmented reality can be a useful medium for the public.

Key words: Augmented Reality, Cultural Heritage Buildings, 3D Modeling, Information and Education Media