

ABSTRACT

Sign language is a medium of communication for deaf and speech-impaired people. With limitations possessed by people with disabilities result in difficulty in communicating between deaf people with normal people. Coupled with a sign-language guidebook that is thick enough to make it difficult if the book will be carried everywhere and the explanation contained in the book has not explained too much in detail the correct movements in each vocabulary.

From the above problem, an application with Augmented Reality technology is created as a basic sign language learning medium using Blender, Unity, Vuforia, and Visual Studio Code software.

From the design process, the application made is in accordance with what is expected, which can bring up 3D animation of markerless-based sign language and can be used on Android smartphone types.

Keywords: *Sign Language, Augmented Reality, Blender, Unity, Vuforia.*