

ABSTRACT

Kuningmas Autocare Workshop, as a company workshop engaged in maintaining and repairing motorized vehicles, especially cars, requires innovation in today's business competition. One of the promising technologies is the design of 3D objects in mobile apps. The 3D object design enables interactive and detailed visualization of various vehicle components, making it easier for technicians to analyze and plan for proper maintenance or repair. This technology can also improve customer interaction, allowing them to see vehicle components directly and understand repair steps more clearly. Bengkel Kuningmas Autocare, known for its quality, wants to improve service and operational efficiency by implementing 3D object design technology. The customer experience is also enhanced as they get a clear picture of their vehicle, helping them make better decisions regarding maintenance and repair. This increases customer satisfaction and trust, potentially opening up opportunities for greater market share. Kuningmas Autocare Workshop can also use the Android-Based Car Repair application as a medium for promotion and branding, increasing customer trust and their brand image as a professional and trusted car repair shop. In designing this final project, the authors use the Multimedia Development Life Cycle (MDLC) methodology so that it is expected to contribute to the development of the automotive repair industry. The designed 3D object design consists of 16 components on the vehicle consisting of an alternator, calliper, disc brake, rim, shock absorber, spark plug, tire, and wiper.

Keywords : Kuningmas Autocare Workshop, 3D Objects, 3D Blender, Mobile App