ABSTRACT

Face recognition is a biometric technology which have a lot of application in system security besides of retina, fingerprint recognition and slice eye. In the application of face recognition use a camera to catch a face and then compared to face previously have been kept in certain database.

Today, a grafika computer using a big role especially 3D graph. 3D object is a dot forming obyek will be processed to own 3 axis of coordinates. this final project have been made a face 3D models by software stlread,and then election vertex and face to forming a new models. Afterwards the location fitur face detection accomodatedly is arrest point - dot fitur face to input face, then do a read and colour sampling process that obtained of 3D models.

In this final project have been done by MOS to 30 responder with two category that is scale and friction to two axis of coordinates that is x and y and also the size measure different dimension to type the different input. woman and man Input image which deputize two image for the man and three image for the woman. With result of dimension 400 x 400 pixel is good and 233 x 368 pixel is enough. . Result MOS from 30 responder is 82.1% to 400 x 400 pixel and 63.5% to 233 x 368 pixel.

Keyword : 2D Object, 3D Object, color sampling, vertex, face