

ABSTRACT

Now days, Augmented Reality become very popular because it's not only attractive but also can be displayed real-time. Learning process for computer assembling will be clearer if there is video than will be played when marker detected by camera. Augmented Reality is a technology that put virtual object from computer graphic in real world or connecting real world with virtual world. In this final project Augmented Reality system that displayed computer assembling process using media marker which attached on CnC Magazine will be made.

Augmented Reality worked based on marker detection on CnC magazine that captured by camera and compared with marker reference. When detected marker have similarity with marker reference, marker will be used to display video object of computer assembling. This system uses Adobe Flex and FLARManager v0.6.1 library.

Hopefully this research will make information picturing for computer assembling easier. Beside that, this application will add more attraction on learning method and can socialize Augmented Reality in IT Telkom .

Keyword:Augmented Reality, Marker, Adobe Flex, FLARManager v0.6.1