

**3D ANIMATION RUTE TOUR USING TRANS JOGJA
BASED ANDROID**

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ABSTRACT

3D animation is the creation of moving images in 3-dimensional digital space. The 3D animation concept itself is a model that has shape, volume, and space. 3D animation itself is widely used in various needs, one of the applications of 3D animation can be used as a tourist route information media based on Android. The use of Android in accessing tourist route information alone can be considered more efficient because in this day and age many people use Android. Making interactive media using Blender software and Construct 2 software. The design is then implemented in the form of animated videos. The number of tourist attractions in Yogyakarta makes tourists interested in traveling in Yogyakarta, while to get to these tourist attractions can be reached by using public transportation, one of which is using the Trans Jogja bus. The tourist route itself can be used as a medium of information that can help tourists who will travel in the Yogyakarta area. The trial results indicate that the application is running well and can only be used on Android with a minimum version of 1MB RAM, the button on the application can be used, the route shown corresponds to a conventional map.

Keywords: *Interactive Media, Tour Route, 3D Animation*