ABSTRACT

Indonesia is an island nation with various cultures, one of the cultural results is traditional clothing. According to the development of the times, traditional clothing in Indonesia began to be less known because the learning media used is very minimal and unattractive. Technological advances today, especially in augmented reality can be the best means to implement education on the introduction of indigenous clothing for Indonesians. Augmented reality is a software that can make virtual objects in the form of an image or information to be displayed in real or three-dimensional form with as interesting as possible. In addition to displaying the intrumentation device can also virtually display the name of the tool or device. The marker detected by the webcam will display the object of the device. The application can display objects in the form of traditional clothing in Indonesia, which will display 7 traditional clothing, namely East Java, Riau, West Java, Aceh, Jakarta, Lombok, and Bali. Virtually 3D in a module marked as a prop so that it can be easy in the method of learning and introduction of traditional clothing in Indonesia. Custom clothing recognition application in Indonesia using Augmented Reality is built by using android development tools for the development of algorithms, Blender 3D as a maker of 3D objects, Adobe photoshop as the creation of User Interface design, and unity 3D as a script editor. The app can run on smartphones with minimum android specification OS version 4.2.2 Jelly Bean, Intel Atom processor, 4 inches screen size, 512 MB RAM, and 5 MP rear camera. This app can detect markers with a distance of 30 cm to 10 cm. questionnaire survey that has been filled by 53 respondents 32 students and 21 guardians, 94.3% support for the creation of this application. The developer of this sitem is expected. The application of the introduction of traditional clothing in Indonesia using augmented reality will be able to help not only provide learning in general and in the environment of elementary school children but in the general public who want to know the traditional clothes in Indonesia.

Keywords: *Augmented reality, virtual 3D, traditional clothes.*