

Abstract

Augmented Reality is a new breakthrough in information technology media. 3D models and animations are included. In the world of batik augmented reality is relatively new among them. Combining these two elements is the aim of this research. So that it can provide new innovations to the Ndalem Gondosuli Laweyan Batik Museum. 3D models and animations that are in it are the main points in the information media in this application. The appropriate 3D model required by the application with batik material as a means of introducing batik to visitors. The animation given is also in accordance with the theme of the application. With a good 3D model and animation, it can convey the purpose of this application, which is to provide batik information with augmented reality applications. After testing, 3D models and animations run fine but not on all android versions. Certain android versions do not support this application.

Keywords: 3D models and animation, augmented reality