ABSTRACT

Character education is a form of perfecting oneself towards a better life. However, in this melineal era, it is very rare for an easy generation to have a good character. Augmented Reality technology in the AR book application is hoped to be able to help absorb information from Dr. H. Muhammad Soleh Hapudin, M.Si. So that it is expected to be used by readers of the book.

After augmented reality can be used, the objects in the book can be replaced with markers. Markers are patterns that are created, in the form of an image that the camera will recognize.

The creation of Augemented Reality uses several software that are used to create applications from the end, for example unity, vuvoria and blender.

Keywords: Augmented Reality, vuvoria, unity, character education learning system