ABSTRACT

This final project make a software that can model object in 3D from 2D image of an object. Now it's been a lot of specialized software to create 3D models, but it was still concerned with the ability of the user. In addition, for an object model, it takes a long time in the modeling process.

In this final project is made a software that will process the 2D images an object become 3D model from the object. Input images taken at elevation angle 0^o of the object being modeled. By detecting the object border, it will get a lot of vertice to be connected between each other, then the results will be obtained 3D model from the object.

MOS survey has been conducted on 16 categories of details from four types of input images with same resolution to 30 respondents, image prism category there are three levels of image categories detail and there are four categories detail silinder. MOS results show for the results obtained prism category: MOS values is 2 for the distances between vertices 1 pixels, MOS values is 4 for the distances between vertices 3 pixels, and MOS values are 3 for the distances between vertices 20, 40 and 60 pixels. While at silinder category we get: MOS values is 4 for the distances between vertices 5 pixels with detail swivel 40 and 300, MOS values is 3 for the distance between the vertice 10 pixels with detail swivel 20,and MOS is 2 for the distance between the vertice 20 with details of the swivel 8.

Keywords: 2D, 3D, vertice, details