ABSTRACT

Gembira Loka zoo is not only used as a place of recreation but also used as a center of education and maintenance of a wide variety of animals. The information available in each cage has not fully read by the visitors because not all information contained enclosure, and it makes the visitors do not quite understand the habitat of these animals come from and what kind of habit. To overcome these shortcomings, then applied a mobile application that can be used by visitors or potential visitors to find information about the animals in the Gembira Loka zoo. So, builded "Application of Information Centre in Gembira Loka Zoo Using Android-Based Unity" which can display information on the animals in Gembira Loka.

The methodology used to build the "Application of Information Centre in Gembira Loka Zoo Using Android-Based Unity" is the Multimedia Development Life Cycle and application builder is Unity 3D, Blender 3D, a 3D modeling application and PhotoshopCS3 as design background image.

By using the application that created the expected visitors and prospective visitors to the Gembira Loka zoo workshops can view animals and animals through a 3D visualization of Android phones more attractive and interactive.

Keyword : Information*,* 3D visualization, Zoo, Gembira Loka*, Android.*