

ABSTRACT

The development of 3D object applications using Virtual Reality technology is an alternative technology development, presenting interactive messages by providing an immersive environment as a user attraction. The use of features in the application that can be utilized, one of which is the gyroscope feature provided by a smartphone which functions as an interaction control system on objects in the application. This research takes a case study of the Ciamis City Transportation Agency building and utilizes the gyroscope feature as an interaction tool for the application and aims to introduce 3D building environments including the people of the city of Ciamis. This study uses the Multimedia Development Life Cycle (MDLC) method with six stages, namely: concept, design, material collection, assembly, testing and distribution. Application testing uses alpha testing, with the results of testing all indicators stated properly and at the beta testing stage it produces a score of 74 in the "Good" category and usability based on obtaining acceptable assessment data.

Keywords – 3D, Gyroscope, Virtual Reality.