

DAFTAR GAMBAR

Gambar 2.1 Contoh <i>Face Tracking</i>	16
Gambar 2.2 Kerangka Berpikir	26
Gambar 2.3 Konsep/desain produk	27
Gambar 3.1 Model Pengembangan <i>Waterfall</i>	29
Gambar 3.2 <i>Use Case Diagram</i>	32
Gambar 4.1 Tampilan halaman menu utama	48
Gambar 4.2 Halaman menu KI/KD	49
Gambar 4.3 Halaman menu materi	50
Gambar 4.4 Halaman menu model	50
Gambar 4.5 Contoh objek 3 Dimensi <i>Augmented Reality</i>	51
Gambar 4.6 Halaman menu video	51
Gambar 4.7 Tampilan menu soal	52
Gambar 4.8 Tampilan menu profil	52

THE
Character Building
UNIVERSITY