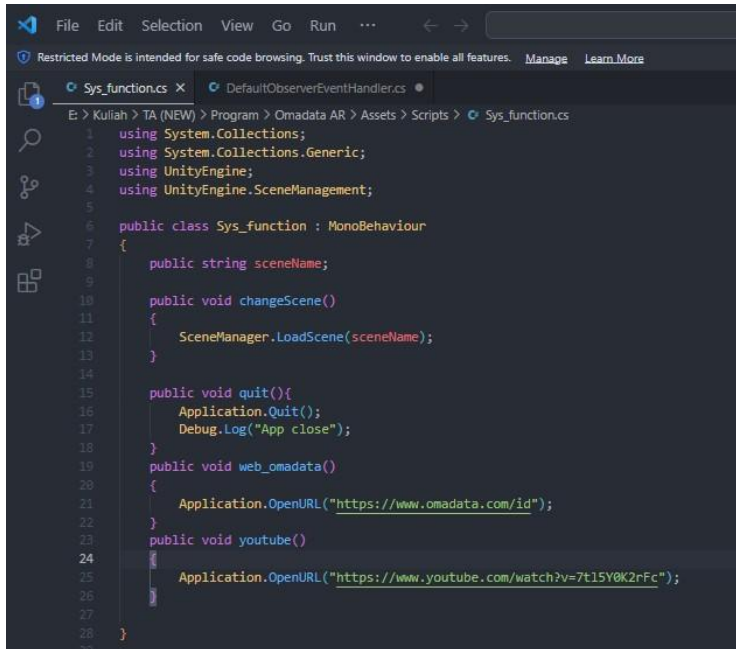


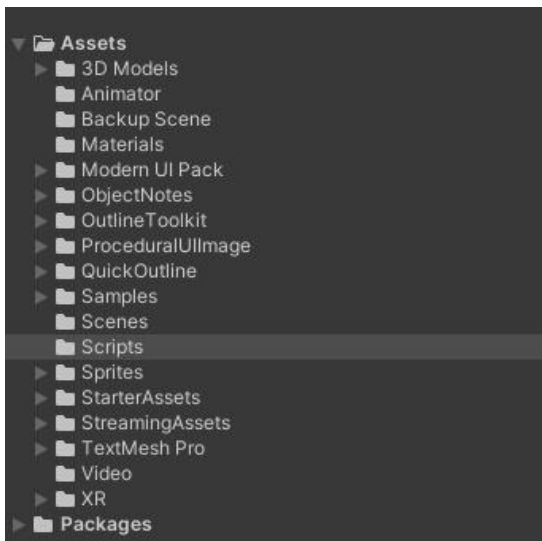
LAMPIRAN

a.) sys_function.cs

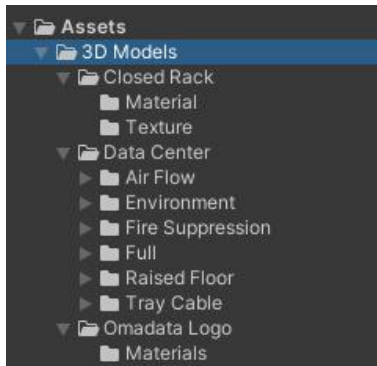


```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class Sys_function : MonoBehaviour
7 {
8     public string sceneName;
9
10    public void changeScene()
11    {
12        SceneManager.LoadScene(sceneName);
13    }
14
15    public void quit(){
16        Application.Quit();
17        Debug.Log("App close");
18    }
19    public void web_omadata()
20    {
21        Application.OpenURL("https://www.omadata.com/id");
22    }
23    public void youtube()
24    {
25        Application.OpenURL("https://www.youtube.com/watch?v=7t15Y0K2rFc");
26    }
27
28 }
29
```

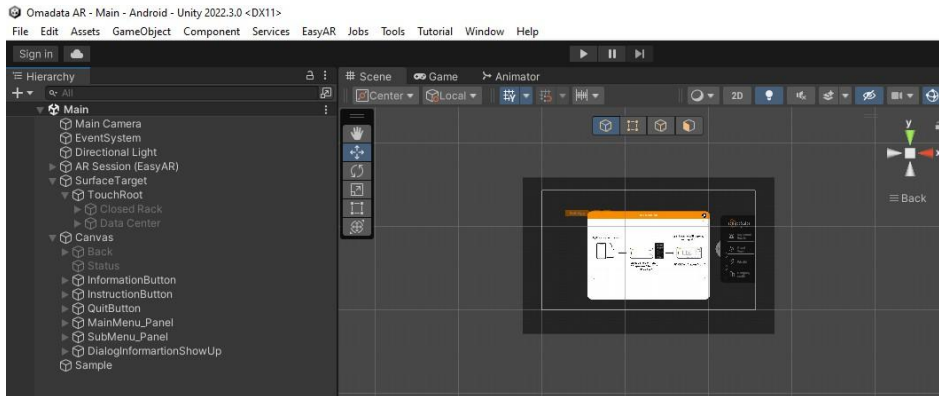
b.) Assets Folder Unity Project



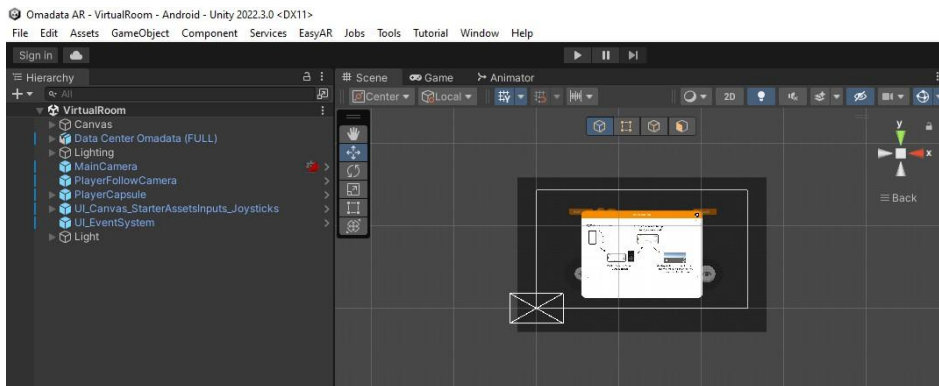
c.) Assets 3D Models Folder



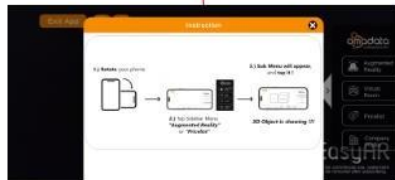
d.) Augmented Reality Scene



e.) Virtual Room Scene



f.) Panduan menggunakan aplikasi



Data Center 3D (Menu Augmented Reality)



Colocation Rack 3D (Menu Pricelist)



Tombol untuk menampilkan 3D objek rack (full area)

Tombol untuk menampilkan 3D objek rack (half area)

Tombol untuk menampilkan 3D objek rack (quarter area)

Tombol untuk menampilkan 3D objek rack (retail area)

Menu Virtual Room



Tombol untuk kembali ke main scene

Tombol untuk menggerakkan user (berjalan maju, mundur, kanan atau kiri)

Tombol untuk rotasi arah sudut pandang user

Menu Company Profile



Tombol untuk hyperlink ke YouTube Omadata



Tombol untuk hyperlink ke website Omadata www.omadata.com

Tombol untuk menampilkan dialog katalog seputar Omadata

