

DIH2C3

Multimedia Terapan

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Semester Genap 2017/2018

D3 Teknik Informatika
Fakultas Ilmu Terapan
Universitas Telkom



About

DIH2C3 Multimedia Terapan

3 SKS

Teori & Praktek

2 SKS Teori → 2 jam di kelas
Pertemuan pertama tiap pekan

1 SKS Praktek → 2 jam di kelas
Pertemuan kedua tiap pekan

Kurikulum

2012 & 2016

Mengakomodir MK Kurikulum
2012:
Multimedia Terapan,
Teknologi Multimedia,
Teknik Visualisasi

Presensi

>= 75%

>= 24 dari 32 pertemuan

Media Komunikasi

Online

Trello
Google Drive
Line



Course Objective

Mahasiswa mampu memahami konsep berbagai aplikasi multimedia dan penerapannya dalam berbagai bidang, serta mengaplikasikannya dalam pengembangan sebuah proyek.

COURSE MATERIALS

Topik Jenis Produk
Yang Dapat Dipilih
Untuk Tugas Besar

VIRTUAL REALITY

Spherical Image
Spherical Video
3D Environment

AUGMENTED REALITY

Mobile Based AR

DEPTH SENSING CAMERA

Kinect
Leap Motion
RealSense
Tango
Etc

Group Project

a.k.a. Tugas Besar



DESKRIPSI

3 mahasiswa per tim



PRODUK

Produk akhir berupa aplikasi sesuai dengan topik yang dipilih



PRESENTASI

PowerPoint
Poster A3

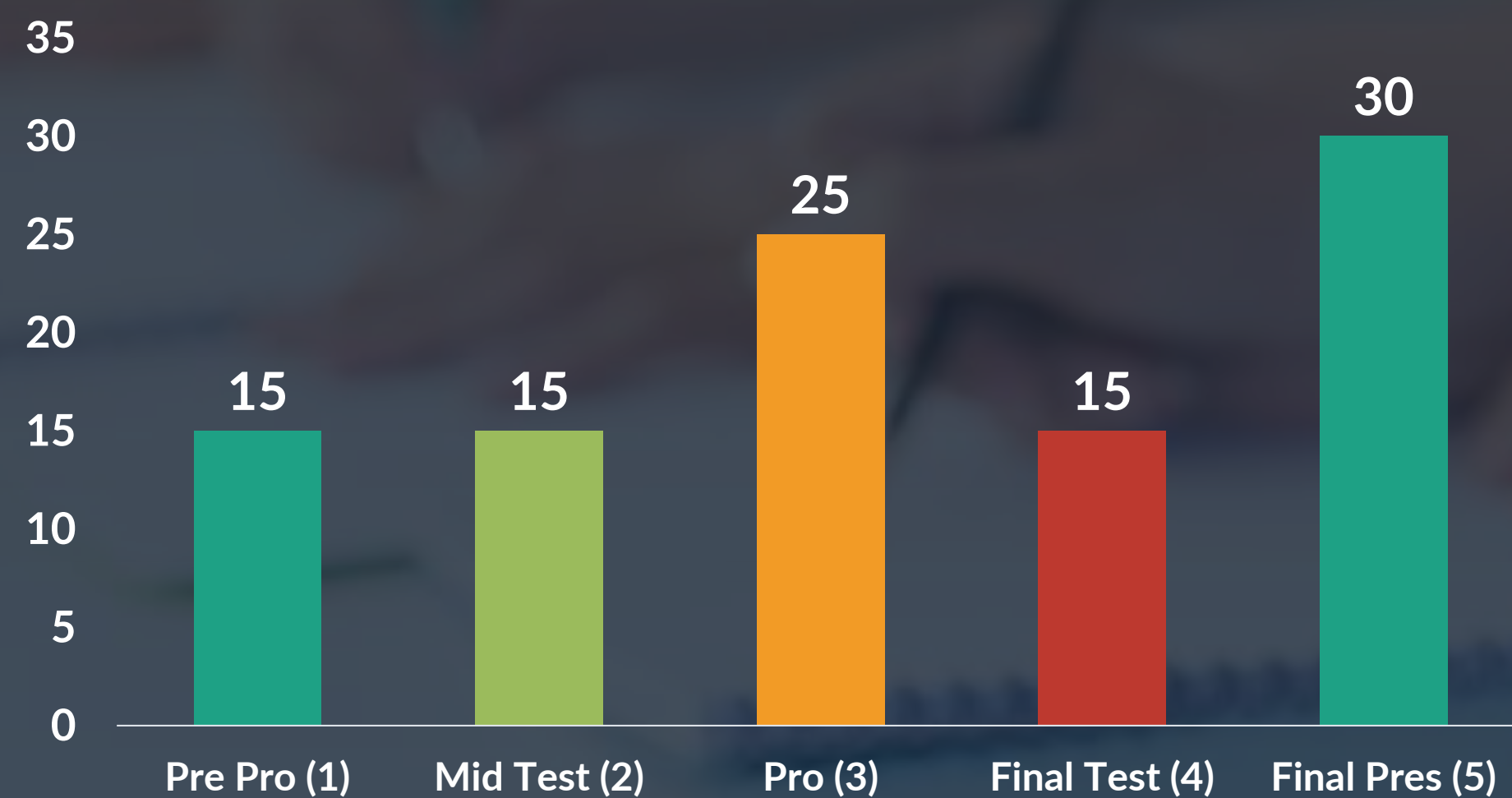


DOKUMENTASI

- Bible (synopsis, script, story board, mockup, timeline)
- GDD (Game Design Document)
- Project files
- Demo/promo video
- Etc

Penilaian

Assessment 1 - 5



- Assessment 1, 3, 5 → Kelompok
- Assessment 2, 4 → Perseorangan



Timeline (1/3)

Perkuliahan **Multimedia Terapan**

01

INTRO

Intro Perkuliahan
Overview Materi

02

VIRTUAL REALITY (1/3)

VR Intro
VR Technology

03

AUGMENTED REALITY (1/3)

AR Intro
AR Technology

04

DEPTH SENSING CAMERA (1/3)

Kinect Intro
Kinect Demo

05

ASSESSMENT-1

Project Pre-Production

06

VIRTUAL REALITY (2/3)

VR System
3D User Interface

Timeline (2/3)

Perkuliahan **Multimedia Terapan**

07

VIRTUAL REALITY (3/3)

Interaction Design
VR Applications

08

ASSESSMENT-2

Ujian Tengah Semester

09

AUGMENTED REALITY (2/3)

AR Interaction
Mobile AR

10

AUGMENTED REALITY (3/3)

AR Applications
AR/VR Research Directions

11

ASSESSMENT-3

Project Production &
Progress Report

12

DEPTH SENSING CAMERA (2/3)

Mobile Depth Camera
Tango Demo

Timeline (3/3)

Perkuliahan **Multimedia Terapan**

13

DEPTH SENSING CAMERA (3/3)

Depth Sensing VR System
Windows Mixed Reality

14

ASSESSMENT-4

Ujian Akhir Semester

15

ASISTENSI TUGAS BESAR

Pendampingan Penyelesaian
Produk Tugas Besar

16

ASSESSMENT-5

Project Final Presentation



NOW LET'S
GET TO IT!



OVERVIEW MATERI

"It always seems impossible until it's done"
Nelson Mandela



VIRTUAL REALITY

.....

<https://www.youtube.com/watch?v=TsJLAOryjUY>

https://www.youtube.com/watch?v=3f_1UB_8Q-A



AUGMENTED REALITY

.....

<https://www.youtube.com/watch?v=--vAH656y9E>



DEPTH SENSING CAMERA

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<https://www.youtube.com/watch?v=uq9SEJxZiUg>

<https://www.youtube.com/watch?v=I5qLfQ5imH0>

The background of the slide is a dense, overlapping collage of numerous small, rectangular sticky notes. Each note is a different color, including shades of teal, light green, yellow, orange, and purple. Every note features a large, dark-colored question mark in the center. The notes are scattered across the entire frame, creating a textured, busy appearance.

Thank You!

Any Questions?
