

# 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

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Topik Jenis Produk  
Yang Dapat Dipilih  
Untuk Tugas Besar

# VIRTUAL REALITY

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Spherical Image  
Spherical Video  
3D Environment

# AUGMENTED REALITY

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Mobile Based AR

# DEPTH SENSING CAMERA

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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



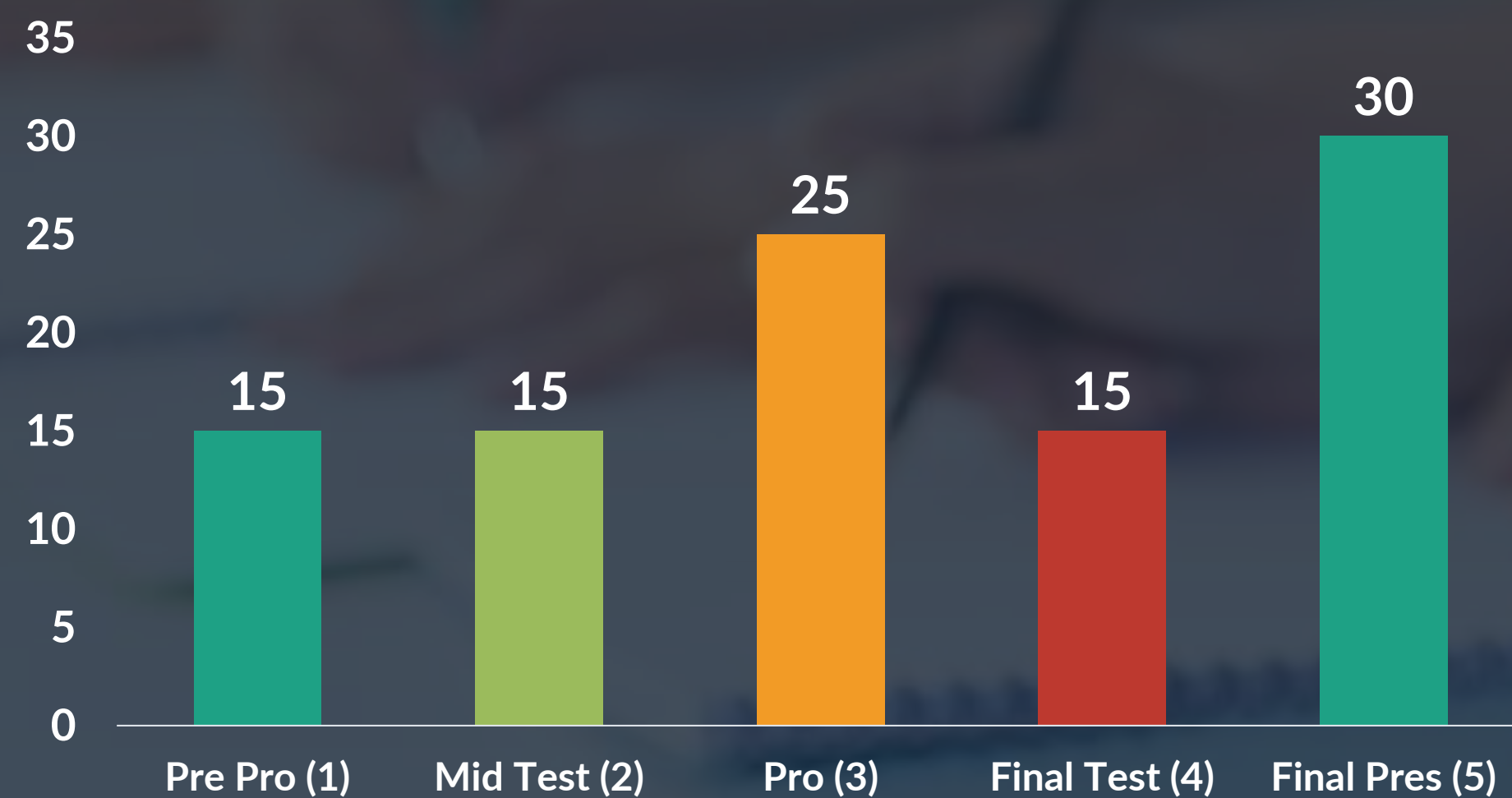
## DOKUMENTASI

- 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

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## **DEPTH SENSING CAMERA (2/3)**

Mobile Depth Camera  
Tango Demo



# Timeline (3/3)

Perkuliahan **Multimedia Terapan**

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## DEPTH SENSING CAMERA (3/3)

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Depth Sensing VR System  
Windows Mixed Reality

14

## ASSESSMENT-4

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Ujian Akhir Semester

15

## ASISTENSI TUGAS BESAR

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Pendampingan Penyelesaian  
Produk Tugas Besar

16

## ASSESSMENT-5

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Project Final Presentation



NOW LET'S  
**GET** TO **IT!**





# OVERVIEW MATERI

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





# VIRTUAL REALITY

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

[https://www.youtube.com/watch?v=3f\\_1UB\\_8Q-A](https://www.youtube.com/watch?v=3f_1UB_8Q-A)



# AUGMENTED REALITY

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<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=I5gLfq5imH0>



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.

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# Thank You!

Any Questions?

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