

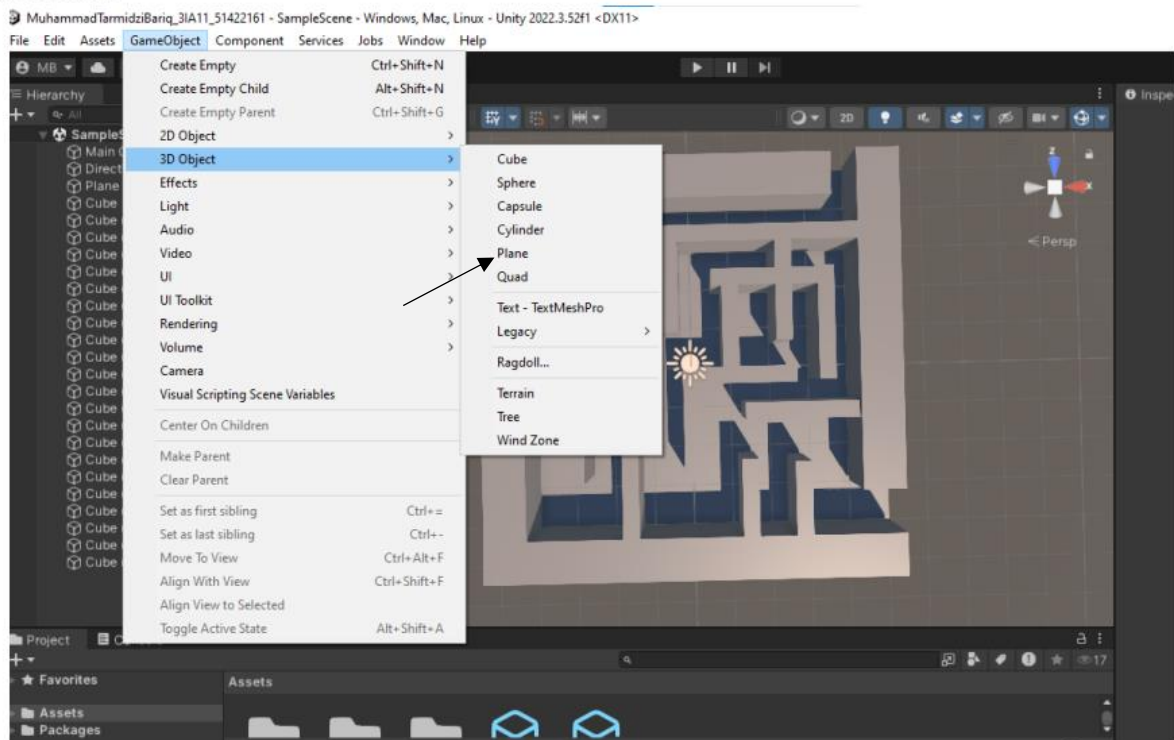
LAPORAN AKHIR PRAKTIKUM

Mata Praktikum : GRAFIK KOMPUTER 1
Kelas : 3IA114
Praktikum ke- : 6
Tanggal : 20/11/2024
Materi : Modeling object unity
NPM : 51422161
Nama : MUHAMMAD TARMIDZI BARIQ
Ketua Asisten : SATYA BARA
Jumlah Lembar : 6

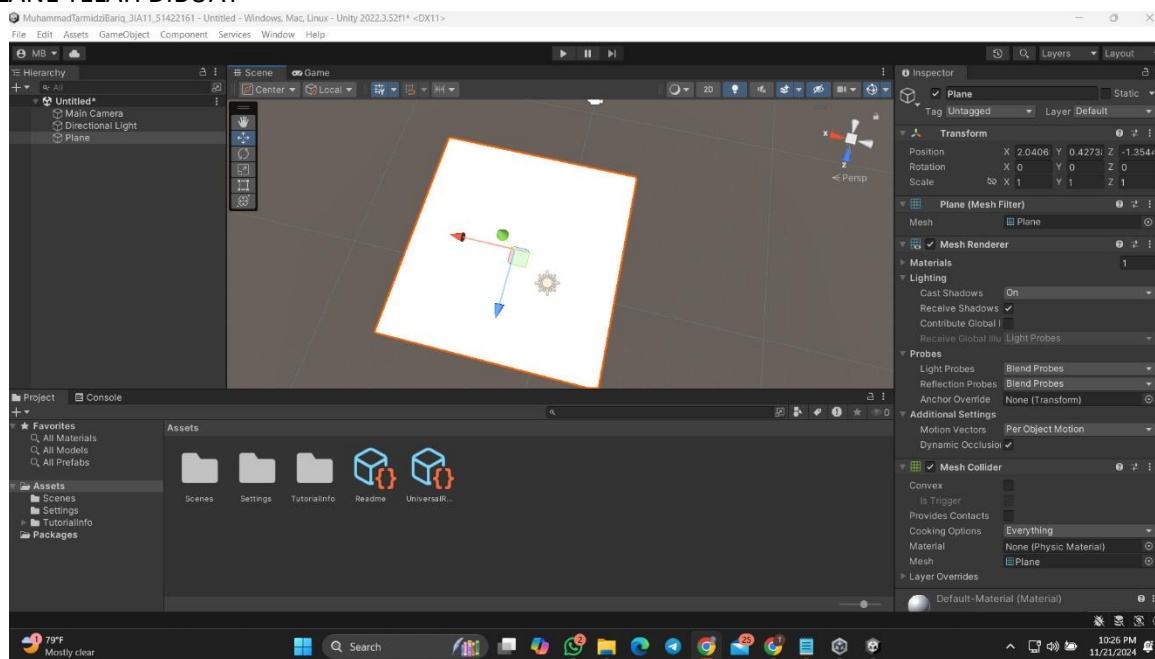


**LABORATORIUM INFORMATIKA UNIVERSITAS
GUNADARMA
2024**

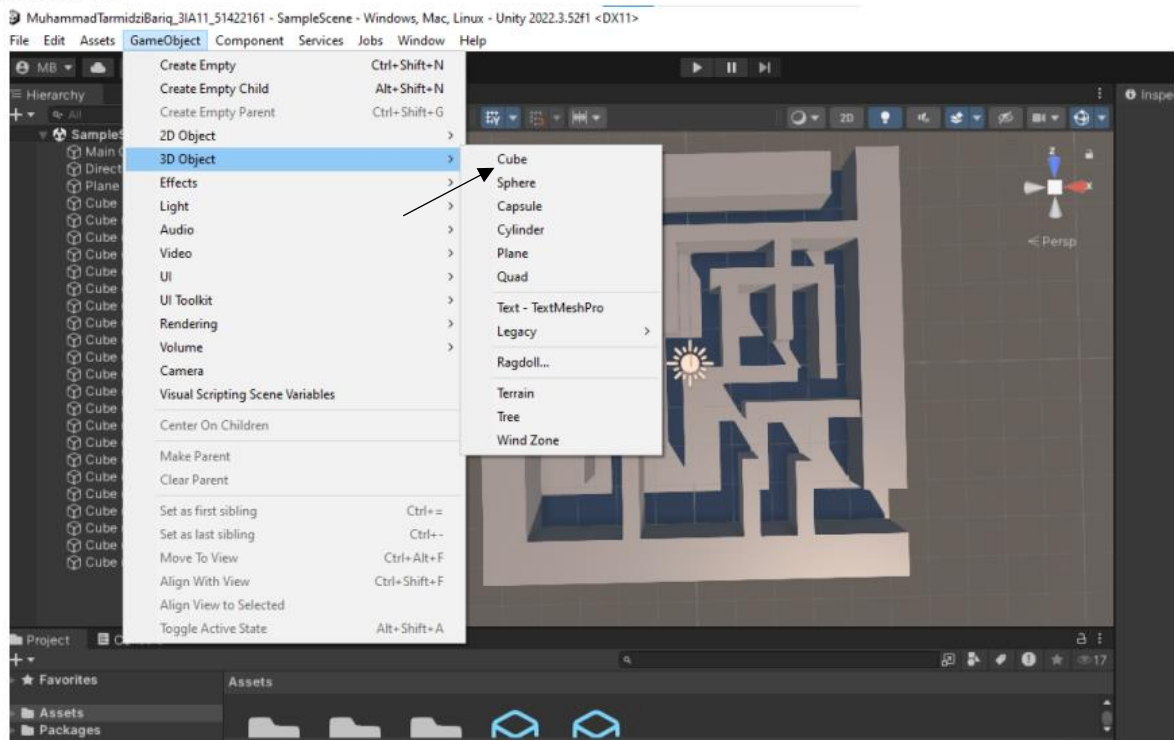
Pilih Plane



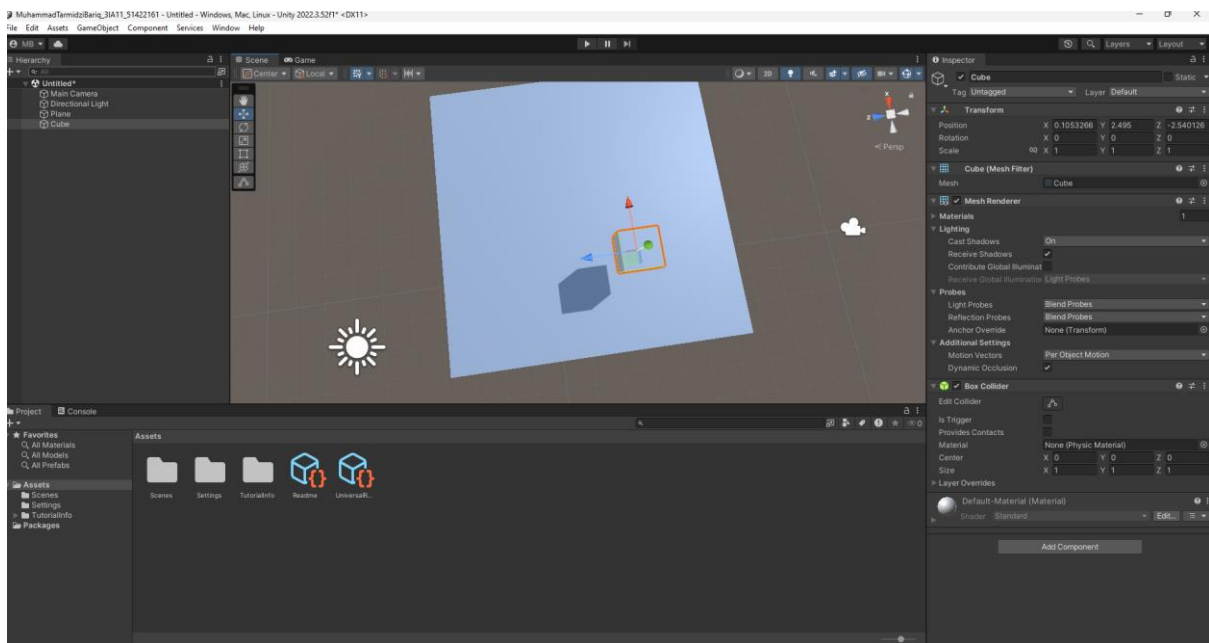
PLANE TELAH DIBUAT



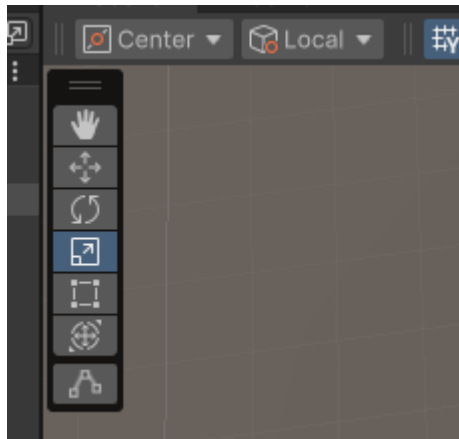
Pilih cube



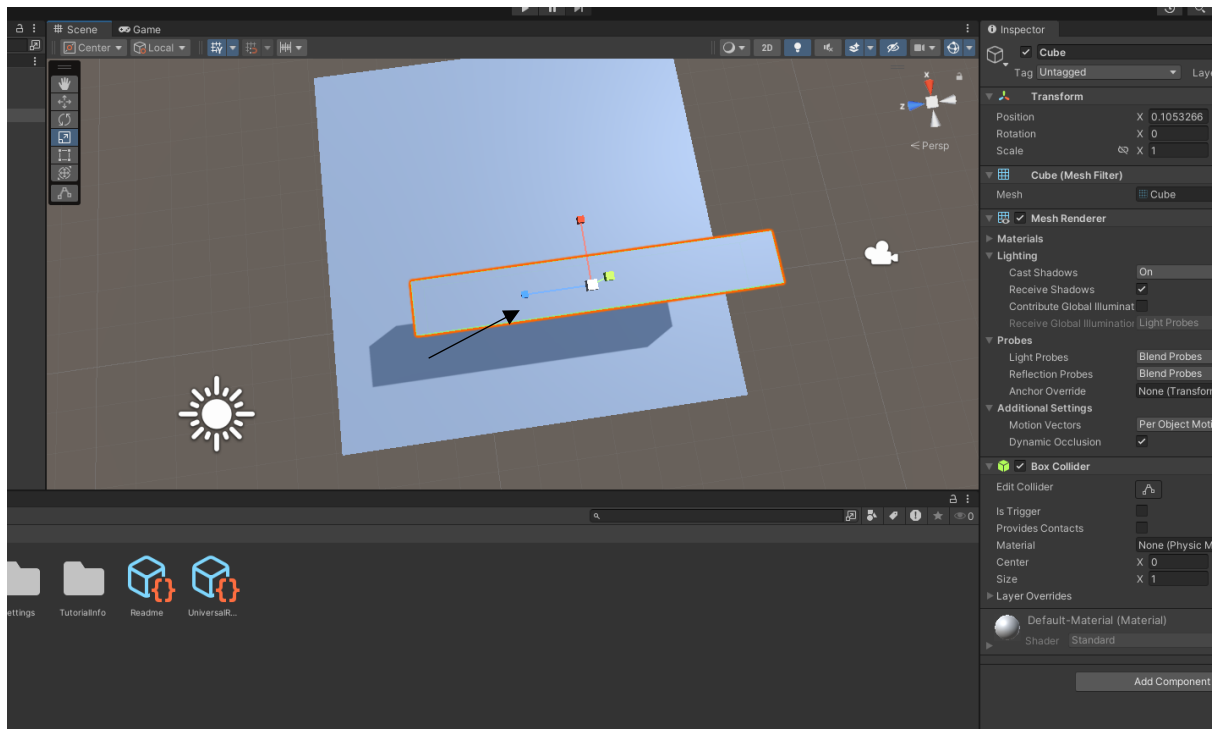
CUBE TELAH DIBUAT



GUNAKAN SCALE TOOLS

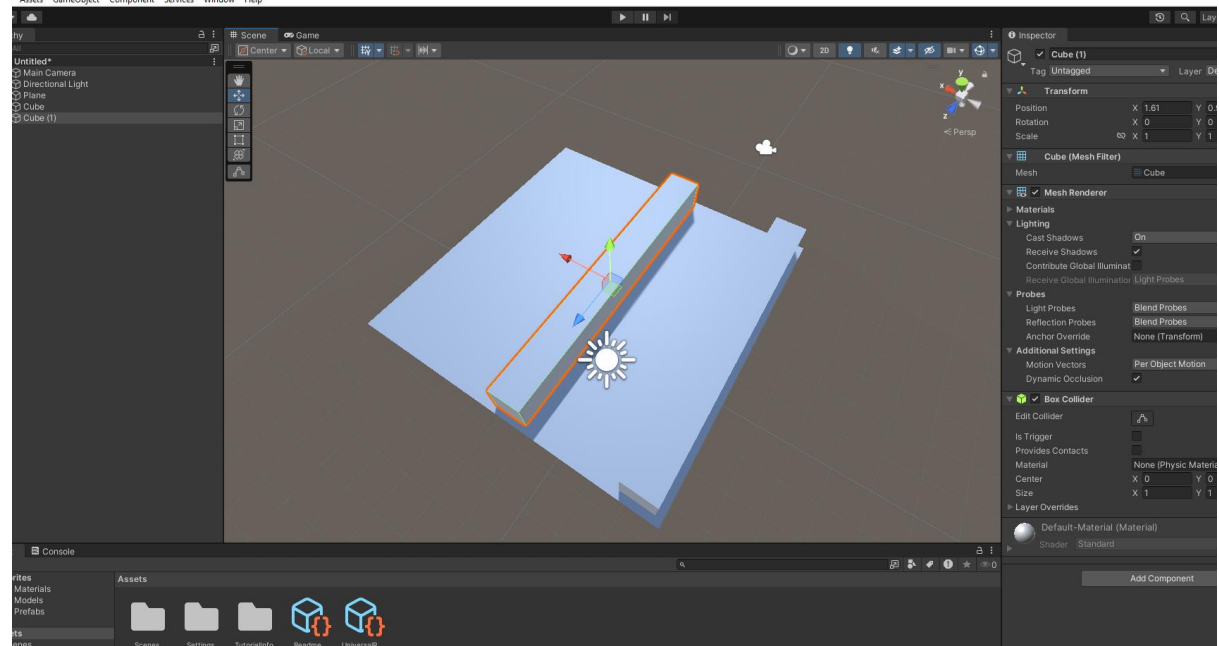


TARIK DAN SESUAIKAN PEMBUATAN LABIRIN

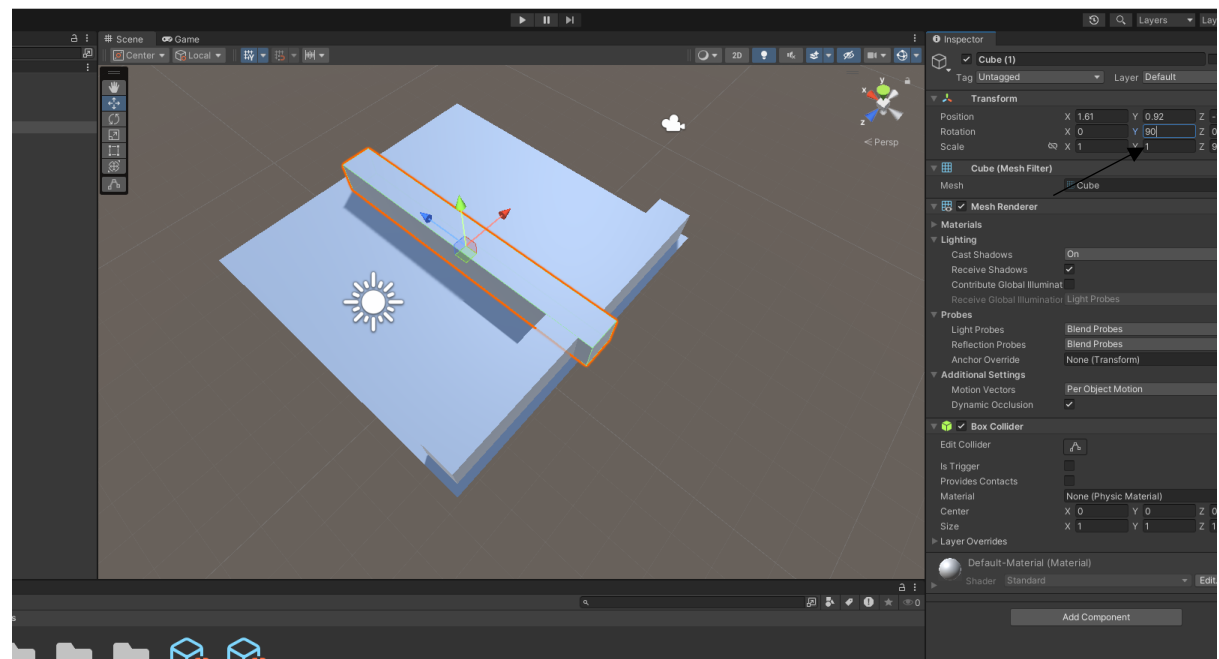


DUPLIKAT

madTarmidzBarig_3IA11_51422161 - Untitled - Windows, Mac, Linux - Unity 2022.3.52f1* <DX11>
Assets GameObject Component Services Window Help



ROTASI



HASIL DARI LABIRIN

