ABSTRACT

The introduction of ethnic clothes in Sumatera for the peoples is an essential solution to prevent cultures which one of them is ethnic clothes from completely forgotten by the effect of foreign culture that growing very fast. Many things can be done to introduce ethnic clothes, which can be done with both text and picture documentation. Beside that, introducing ethnic clothes of Sumatera to the public can also remind people of how various cultural heritage that exist especially ethnic clothes. Development of Cangkulan AR Augmented Reality applications aims to introduce the clothes of ethnic groups in Sumatra. This application is expected to attract peoples about the ethnic clothes in Sumatera and raise awareness to love the cultures which in this case is ethnic clothes. Utilization of Vuforia SDK in the development of this application is able to create augmented objects about Indonesian ethnic cultures.

Keywords: Augmented Reality, vuforia, sumatera, ethnic, culture.