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Designing Learning Media With Unity Engine Procedures For Correct Necktie Based On Android

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ABSTRACT

A tie is an accessory that most students and office workers use. A tie can be an accessory that can be displayed as a sign that the person is neat and professional. The purpose of this research is to help to provide an explanation of ties that have various folding techniques and help people who do not understand how to fold a tie. The solution for that problem is an application that can be used in the Android operating system and videos that are applied to Youtube. In addition, the tools used during the application manufacture are Sony A7III camera and 2 softwares, namely Adobe Premiere 2019 and Unity Engine 3D. The research method used in the research is Research and Development (RnD). The application was successfully formed with the .apk format that can be run through the Android operating system with a system base of at least 4.0 and above and video is applied to Youtube.

Keywords: tie technique, youtube, unity engine, research and development (rnd), android.