

## **ABSTRACT**

*Virtual tour is a simulation of a location that already exists, usually in the form of a sequence of images or video as a means of building or room location information. In this thesis will be designed a virtual tour application that combines a game engine technology with information technology-based 3D virtual objects that resemble the original form of Atma Luhur STMIK Pangkalpinang. Objectives to be obtained is to provide information space as a whole (three-dimensional), which includes an indoor space or outdoor browsable like a game of first person shooter (FPS), not just the room and building, users can also view information from faculty and staff college , This research was conducted with a prototype approach. The general conclusion obtained is information that is presented complete and easy to understand. Expected users will also be helped by the 3D virtual information tool, which can be run using a computer or laptop and playing offline, without having to go directly spaciousness campus.*

*Keywords : 3D Application, Virtual reality, virtual tour, the means of information, game engine*

*xvi + 112 pages; 3 attachments; 33 references (1997-2016)*