DEVELOPMENT OF A THREE-DIMENSIONAL DIRECTORY OF THE STUDENT UNION BUILDING

THESIS

LANA ANGELA T. YAMBAO

College of Engineering and Information Technology
CAVITE STATE UNIVERSITY
Indang, Cavite

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LANA-ANGELA T. YAMBAO
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ABSTRACT

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The study was conducted to provide direct assistance to the individuals entering the Student Union Building in finding their way to an office, and to present immediate basic information especially to those who are inquiring about simple admission policies.

In order to fulfill this study, certain goals and methods were followed. The Prototyping Life Cycle Method was utilized since the software is centered on the users' judgments. Initially, the problems were identified through the use of structured interviews and questionnaires. The gathered information were then analyzed using the Fishbone diagrams to classify the necessary requirements. Afterwards, the design of the software was created including the user-interface and the three-dimensional model of the building. The System Sequence and Use-Case Diagrams were used in designing the software to easily plan the connection between the functions and pages. And then the software was developed accordingly using different applications in multimedia, graphics, and programming. Acceptance testing was conducted to evaluate the whole system by random individuals entering the building.

The figures were tallied and calculated in accordance with the value of the mean and standard deviation. The results provided an average total mean of 4.70 out of 5, an excellent rating for the system.

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LANA ANGELA T. YAMBAO

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INTRODUCTION

The final surface of a three-dimensional (3D) image is a set of polygons (Radoff, 2008). As a result, it has been conveyed that 3D is still considered as a form of image since it has been believed to be a group of multi-sided flat images.

From what Neo et. al (2001) have indicated, multimedia is the combination of various digital media types, such as images, texts, sounds, and videos, into an integrated multisensory interactive application or presentation to convey a message or information to an audience. From the given explanation, it could be assumed that multimedia have various purposes and have been widely developed not just by highly technical individuals, professional designers, or artists but even ordinary students in a university.

Different universities in the United States, like the University of Pennsylvania and University of Boston, have been offering numerous courses pertaining to computer graphics from certificate programs in 3D Animation & Interactive Media to master's