Universiti Teknologi MARA

3D Geometry

Hashimatun Saadah Binti Mazlan

Thesis submitted in fulfillment of the requirements for
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Quantitative Science

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DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline

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HASHIMATUN SAADAH MAZLAN
2002651116

3D GEOMETRY

Research done by:
HASHIMATUN SAADAH MAZLAN
2002651116

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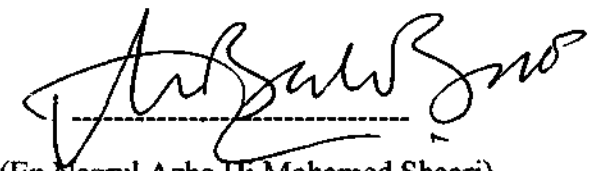
Project Supervisor:



(En Nazrul Azha Hj Mohamed Shaari)

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ABSTRACT

This thesis project is about implementing 3D technology in teaching mathematics for the topic geometry. It is very useful for students in increasing their understanding of learning the topic because it is performed in a simple way for the user to understand. To develop this project, Swift 3D .V3 is used to develop the 3D model, Macromedia Director 8.5 as a platform, and Macromedia Flash Max for the content development. All these software were chosen because of their compatibility, performance and reliability. During the first phase, all 3D shapes and text are created. Then, the 3D objects will be exported to Macromedia Flash MX to create the combination of 2D animation and animations were also created using this software. The reason is to make the contents more interesting, attractive and effective. The movies created in Flash are compiled with Director and it will then finally publish the project to an executable file, on a compact disc.