

Universiti Teknologi MARA

**The Implementation Of 3D For Learning
Shrouding Muslim Dead Body
(Kaffan Method)**

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Thesis submitted in fulfillment of the requirements for
Bachelor of Science (Hons) Information Technology
Faculty of Information Technology And
Quantitative Science

October 2004

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

OCTOBER 5, 2004

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ABSTRACT

The implementation of 3D for learning shrouding Muslim dead body (Kaffan Method)

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October 2004

Nowadays, 3D has become popular especially on games environment and genre. However, in Malaysia, the 3D development is still at infancy stage. This project, tries to apply 3D in learning environment. It is also provide some insights on how some 3D animations should be created. Apart from that, this project identifies the nature and the elements needed to develop learning application. The implementation of this project is based on the Courseware Life Cycle Model, which is a combination of waterfall and prototype software life cycle model. Software develop are contains a short notes, 3D movie, 3D simulation and simple exercises.