

UNIVERSITI TEKNOLOGI MARA

**INTERACTIVE MAPPING IN
PERLIS ROYAL GALLERY**

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**BACHELOR OF SURVEYING SCIENCE AND
GEOMATICS (HONOURS)**

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AUTHOR'S DECLARATION

I declare that the work in this dissertation was carried out in accordance with the regulations of Universiti Teknologi MARA. It is original and is the results of my own work, unless otherwise indicated or acknowledged as referenced work. This thesis has not been submitted to any other academic institution or non-academic institution for any degree or qualification.

I, hereby, acknowledge that I have been supplied with the Academic Rules and Regulations for Post Graduate, Universiti Teknologi MARA, regulating the conduct of my study and research.

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ABSTRACT

Perlis Royal Gallery is an exclusive museum, displaying the royal paraphernalia of Perlis. The artifacts itself is a personal and memorable collection of Raja Perlis. Gallery had almost 1450 artifacts and collection. The gallery have not been guide about the opportunity and possibilities of new technologies can present. Web-based application are developed to serves the visitor as a tour guide agent similar to human tour guide in a gallery. It is an interactive and fun way to visit the Perlis Royal Gallery. This apps will help the user to discover the gallery in the easy way and virtually enjoy the outstanding collection and artifacts. The user will experience incredible journey through this gallery. Unlike the audio guide that need to be returned, this apps will remain in the internet, so the user can continued to enjoy the gallery anytime, anywhere. The aim of this study is to increase interest the visitor of the Perlis Royal Gallery by introducing an interactive visualization map of the Gallery in the web-based platform. The objective of this study is to develop an interactive visualization map of Perlis Royal Gallery in the web-based platform. Data that needed to be collect were building plan of the gallery, information about the gallery, image and detail of the artifacts in the Perlis Royal Gallery. In this research, AutoCAD 2007 software used to generate a building plan. The next process is using Unity 3D software to create the application. The expected outcome will show the application can be operated. This apps consists of an information about the collection and artifacts in the Perlis Royal Gallery, fully interactive map of all the floor, high resolution of the image, and many more fascinating tour include in this apps. The expected result shows the system can display the position of the collection by it showcase. In conclusion, this research will show the images and list of the collection in each showcase of the collection in Perlis Royal Gallery.

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