TO DESIGN A DREAM BEDROOM

HAMIDEEBINHARUN

THESIS SUBMITTED IN PARTIAL FULFILMENT FOR THE DEGREE OF BARCELOR OF SCIENCE

FACULTY OF INFORMATION TECHNOLOGY AND QUANTITATIVE SCIENCES UNIVERS on TEKNOLOGI MARA

ACKNOWLEDGEMENT

In the name of Allah, Most Gracious, Most Merciful. Praise to Allah, the One and Only, for giving strength to complete this project.

I am grateful to my father, who has given all the support and encouragement. Not forget to my heartiest gratitude to my supervisor, Puan Marina Ismail for her help, guidance, advice and support throughout the completion of this project. I thank her for being patient in dealing with my problems during the two semesters. I also appreciate all the advice and guidance given by my previous coordinator, Hajjah Dr. Zainab Bt. Abu Bakar, who has helped me in completing this project

Last but not least, special thank also to my beloved family and friends who provide moral support and encouragement throughout my days in UiTM

ABSTRACT

The acceptance of interactive 3D on the application is now gaining significant momentum. Nowadays, there is abundance of respectable 3D application on the market, which are applied to various fields including entertainment, training, space planning, ecommence and data visualization. This project was developed using such technology by focusing on the bedroom design model. It was proven that 3D environment have the ability to interact more user to use it. This project was developed a software that can ability to interact with user by entering the specification of the bedroom such as type of wall color, type of bed, number of lamp, number of chair and size of cupboard. This project provides us with ideas and process involved to make an interactive 3D application and what has to be considered to make it s successful one

CONTENT

]	Page
DECLARATION								ii
ACKNOWLEDGEMENT								iii
ABSTRACT								iv
CONT	ENT							v
LIST (OF FIGU	RE						viii
CHAP	TER I	IN	TRODUC	CTION				
1.1	Backgro	ound	Of	T	he	Syste	em	1
1.2	Project	Project Title 3						3
1.3	Project	ect Definition 3						3
1.4	The	Go	al	Of	The	Pro	ject	4
1.5	Objecti	ves						4
1.6	Scope		Of	The		Projec	et	4
1.7	Overall	(Content	Of	T	he P	roject	5
CHAP	TER II	LI	TERATU	RE REVIEV	W			
2.1	Visual B	Basic						7
	2.2.1 Developing An Application In Visual Basic							
	2.2.2 Forms, Controls And Menus							
	2.2.3 Managing Projects							
	2.2.3	Program	nming Fu	ndamentals				10
2.2	The	U	Jsed	Of		Multimed	ia	11
2.3	Garnett Library		At The	University	Of	Virginia's	Alderman	12

4.2	3 Dimer	34		
4.3	Screen	36		
4.4	Problen	44		
4.5	System	46		
СНАР	TER V	CONCLUSION		
5.1	Introduction			
5.2	Summa	49		
	5.2.1	Introduction	49	
	5.2.2	Literature Review	49	
	5.2.3	Methodology	49	
	5.2.4	Result And Discussion	SO	
5.3	Project Benefits			
5.4	Limitat	51		
5.5	Suggest	52		
REFE	RENCES	S	54	