UNIVERSITI TEKNOLOGI MARA

THE KL SENTRAL VIRTUAL REALITY SIMULATION

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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

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Title: **THE KL SENTRAL VIRTUAL REALITY SIMULATION**

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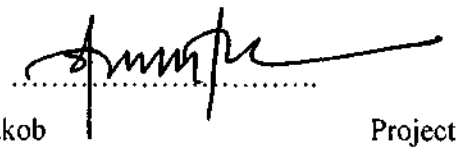
Approved by the examining committee:



En. Syamsulhairi Yaakob — Project Supervisor

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Professor Ghazalee Ahmad — Examiner

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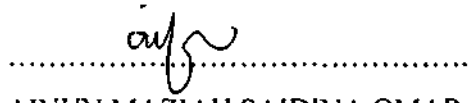
SELANGOR, SHAH ALAM

OCTOBER 2004

DECLARATION

This is to certify that I am responsible for the work submitted in this project that the original work is my own except as specified in the references and acknowledgement and that the original work contained herein not been taken of done by unspecified source or person.



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Acknowledgement

In the Name of Allah, the most Gracious and Merciful.

First and foremost, I begin by praising Allah and sending blessing upon His chosen messenger. All praise be to Allah, through whose grace and righteousness is completed and giving me the strength as well as courage to do just about anything in His world of magnificent creation. This study certainly will not be materialized with out constant and never-ending support, guidance and contribution from many faces. How I wish so much that I can just list down all those people in this historical piece of works but it is surely impossible.

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ABSTRACT

The acceptance of 3D product in the market is now gaining significant momentum. Nowadays, there are abundance of respectable 3D product on the market, which is applied to various fields including entertainment, training, planning, e-commerce, and data visualization. This thesis project is about implementing 3D model of the selected object, which is the KL Sentral building. This project was developed using such a technology by focusing on the KL Sentral building as the experimental model. There is a big contrast between 2D and 3D product. It was proven that 3D product have the ability to attract more user than conventional 2D product. However 3D product is not easy to develop as compared to the 2D product. This project provide us with ideas and processes involved in order to make interactive 3D product and what has to be considered to make it a successful one. It is hope that this simulation approach will reflect the user of the KL Sentral's towards attitudes, perspectives and belief in order to familiarize themselves with the KL Sentral environment and facilities without wasting their time and confidence. To develop this project, SoftImage XSI 4.0 was used to develop the 3D model, Macromedia Director MX as the platform, Macromedia Firework and SwishMax to develop attractive elements. Those software were chosen because of their compatibility performance and reliability. This project can be used as a tour guide for the visitor to familiarize themselves with the KL Sentral surroundings and architecture.