

Anggaran Biaya

No.	Keterangan	Jumlah	Harga Satuan (Rp)	Total Harga (Rp)
1.	Kertas A4 80 gr	4 Rim	Rp. 50.000,-	Rp. 200.000,-
2.	Tinta Hitam dan Warna	4 Buah	Rp. 100.000,-	Rp. 400.000,-
3.	Map Kertas	10 Buah	Rp. 3000,-	Rp. 30.000,-
4.	Transportasi	-	Rp. 500.000,-	Rp. 500.000
5.	Jilid Proposal	3 Buah	Rp. 10000,-	Rp. 30.000,-
6.	Jilid Skripsi	4 Buah	Rp. 25.000,-	Rp. 100.000,-
7.	<i>Oculus Quest</i> (kelompok)	1 Buah	Rp. 1.500.000,-	Rp. 1.500.000,-
Total				Rp. 2.760.000,-

Total Anggaran

1.	Biaya Pembelian Alat dan Bahan	Rp. 2.760.000,-
2.	Biaya Tidak Terduga	Rp. 500.000,- +
Total Keseluruhan		Rp. 3.260.000

CURRICULUM VITAE

NAMA LENGKAP : HELDINA GHINA ALMIRA
NIM : 061740721658
TEMPAT TANGGAL LAHIR : PALEMBANG, 20 APRIL 1999
AGAMA : ISLAM
ALAMAT : JL. PERUM PEMDA, LK.3 KEL, PAKU. KEC.
KAYUAGUNG, KAB. OGAN KOMERING ILIR,
SUMATERA SELATAN. 30612.
TELEPON : 08538206071453

RIWAYAT PENDIDIKAN FORMAL

PENDIDIKAN	NAMA SEKOLAH	TAMAT TAHUN
SD	SD NEGERI 1 KAYUAGUNG	2011
SMP	SMP NEGERI 6 KAYUAGUNG	2014
SMA	SMA NEGERI 1 KAYUAGUNG	2017

PENGHARGAAN / PENCAPAIAN

NO	PENGHARGAAN	TAHUN
1	JUARA 3 FILM PENDEK ISLAMI LDK KARISMA	2018
2	PIAGAM PENGHARGAAN MAHASISWA TERDISIPLIN PADA YUDISIUM SEMESTER GENAP TA 2019/2020	2020
3	PESERTA DIKLAT STORYBOARD 2D ANIMASI BDI DENPASAR	2019

PENGALAMAN ORGANISASI DAN KERJA PRAKTEK

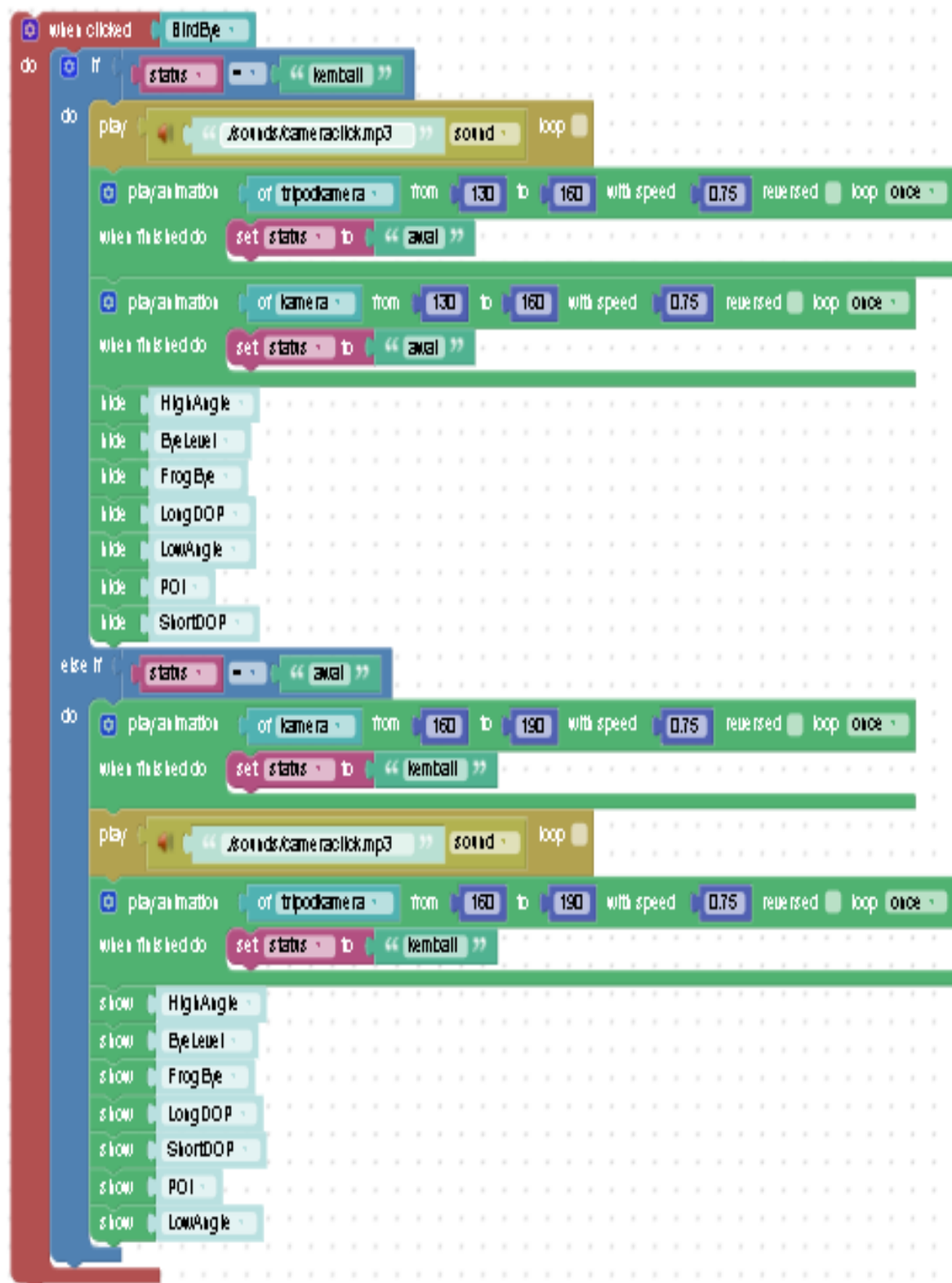
NO	PENGALAMAN ORGANISASI	TAHUN
1	ANGGOTA KESMA HIMPUNAN MAHASISWA JARINGAN TEKNIK KOMPUTER	2017
2	SEKRETARIS DAPARTEMEN KESMA HIMPUNAN MAHASISWA JARINGAN TEKNIK KOMPUTER	2018
3	ANGGOTA HMP LEMBAGA DAKWAH KAMPUS POLITEKNIK NEGERI SRIWIJAYA	2017-2019
NO	KERJA PRAKTEK	TAHUN
1	KOMPAS TV PALEMBANG	2019
2	DINAS KOMUNIKASI DAN INFORMATIKA KAB. OKI	2020

Semua data yang saya sisikan dan tercantum dalam *curriculum vitae* ini adalah benar dan dapat dipertanggungjawabkan.

Palembang, Agustus 2021

(HELDINA GHINA ALMIRA)

Puzzles Visual Logic Media Pembelajaran Mata Kuliah Fotografi Dasar berbasis Virtual Reality menggunakan Verge3D:



```
when clicked HighAngle
do
  if status = "kembali"
  do
    play animation of kamera from 190 to 220 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play "sounds/cameraclick.mp3" sound loop

    play animation of tripodkamera from 130 to 160 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    hide BirdBye
    hide ByeLevel
    hide FrogBye
    hide LongDOP
    hide LowAngle
    hide ShortDOP
    hide POI
  else if status = "awal"
  do
    play animation of kamera from 220 to 250 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play "sounds/cameraclick.mp3" sound loop

    play animation of tripodkamera from 160 to 190 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    show BirdBye
    show ByeLevel
    show FrogBye
    show ShortDOP
    show LongDOP
    show LowAngle
    show POI
```

```
when clicked click level
do
  if status = kemball
  do
    play animation of kamera from 250 to 280 with speed 0.75 reversed loop once
    when finished do set status to awal
  play sound /sounds/cameraclick.mp3 sound loop
  play animation of tripodkamera from 130 to 160 with speed 0.75 reversed loop once
  when finished do set status to awal
  hide BirdEye
  hide HighAngle
  hide FrogEye
  hide LongDOP
  hide LowAngle
  hide POI
  hide ShortDOP
  else if status = awal
  do
    play animation of kamera from 280 to 310 with speed 0.75 reversed loop once
    when finished do set status to kemball
  play sound /sounds/cameraclick.mp3 sound loop
  play animation of tripodkamera from 160 to 190 with speed 0.75 reversed loop once
  when finished do set status to kemball
  show BirdEye
  show HighAngle
  show FrogEye
  show LongDOP
  show LowAngle
  show POI
  show ShortDOP
```

```
when clicked FrogBye
do
  if status = kembali
  do
    play animation of kamera from 370 to 410 with speed 0.75 reversed loop once
    when finished do
      set status to awal
    end
    play .sounds/cameraclick.mp3 sound loop
    play animation of tripodkamera from 130 to 160 with speed 0.75 reversed loop once
    when finished do
      set status to awal
    end
    hide BirdBye
    hide ByeLevel
    hide HighAngle
    hide LongDOP
    hide LowAngle
    hide POI
    hide ShortDOP
  else if status = awal
  do
    play animation of kamera from 410 to 430 with speed 0.75 reversed loop once
    when finished do
      set status to kembali
    end
    play .sounds/cameraclick.mp3 sound loop
    play animation of tripodkamera from 160 to 190 with speed 0.75 reversed loop once
    when finished do
      set status to kembali
    end
    show BirdBye
    show ByeLevel
    show HighAngle
    show LongDOP
    show LowAngle
    show POI
    show ShortDOP
  end
end
```

```
when clicked LowAngle
do
  if status = "kembali"
  do
    play animation of camera from 310 to 340 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play "/sounds/cameraclick.mp3" sound loop

    play animation of tripodcamera from 130 to 160 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    hide BirdEye
    hide EyeLevel
    hide HighAngle
    hide LongDOP
    hide FrogEye
    hide POI
    hide ShortDOP

  else if status = "awal"
  do
    play animation of camera from 340 to 370 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play "/sounds/cameraclick.mp3" sound loop

    play animation of tripodcamera from 160 to 190 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    show BirdEye
    show EyeLevel
    show HighAngle
    show LongDOP
    show FrogEye
    show POI
    show ShortDOP
```



```
when clicked ShortDOP
do
  if status = "kembali"
  do
    play animation of orang1 from 80 to 110 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play animation of orang2 from 80 to 110 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play animation of orang3 from 80 to 110 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play /sounds/cameradclick.mp3 sound loop

    hide Blind Eye
    hide Eye Level
    hide HighAngle
    hide Frog Eye
    hide Long DOP
    hide LowAngle
    hide POI
  else if status = "awal"
  do
    play animation of orang1 from 80 to 110 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play animation of orang2 from 80 to 110 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play animation of orang3 from 80 to 110 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play /sounds/cameradclick.mp3 sound loop

    show Blind Eye
    show Eye Level
    show HighAngle
    show Frog Eye
    show Long DOP
    show LowAngle
    show POI
```

```
when clicked Long DOP
do
  if status = "kembali"
  do
    play animation of orangHulu from 40 to 40 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play animation of orang1 from 40 to 80 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play animation of orang2 from 40 to 80 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play animation of orang3 from 40 to 80 with speed 0.75 reversed loop once
    when finished do set status to "awal"

    play "/sounds/cameradick.mp3" sound loop

    hide Blind Eye
    hide Eye Level
    hide HighAngle
    hide Frog Eye
    hide LowAngle
    hide POI
    hide ShortDOP
  else if status = "awal"
  do
    play animation of orang1 from 40 to 80 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play animation of orang2 from 40 to 80 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play animation of orang3 from 40 to 80 with speed 0.75 reversed loop once
    when finished do set status to "kembali"

    play "/sounds/cameradick.mp3" sound loop

    show POI
    show ShortDOP
    show LowAngle
    show Frog Eye
    show Eye Level
    show Blind Eye
    show HighAngle
```

```
when clicked [POI]
do
  set status to 44 number 77
  do
    play animation of orangpu from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 oval 77
    play animation of orang2 from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 oval 77
    play animation of orang3 from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 oval 77
    play animation of orang1 from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 oval 77
  play [44 J sound1 come click.mp3] sound loop
  hide BedEye
  hide EyeLevel
  hide FrogEye
  hide HighAngle
  hide LongPOP
  hide LowAngle
  hide ShortPOP
  when status is 44 oval 77
  do
    play animation of orangpu from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 number 77
    play animation of orang2 from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 number 77
    play animation of orang3 from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 number 77
    play animation of orang1 from 100 to 120 with speed 0.5 reverse loop once
    when finished do set status to 44 number 77
  play [44 J sound1 come click.mp3] sound loop
  show BedEye
  show EyeLevel
  show FrogEye
  show HighAngle
  show LongPOP
  show LowAngle
  show ShortPOP
```

```
when hovered: BirdEye
over: do outline enable for BirdEye
out: do outline disable for BirdEye
```

```
when hovered: LowAngle
over: do outline enable for LowAngle
out: do outline disable for LowAngle
```

```
when hovered: LongDOP
over: do outline enable for LongDOP
out: do outline disable for LongDOP
```

```
when hovered: HighAngle
over: do outline enable for HighAngle
out: do outline disable for HighAngle
```

```
when hovered: FrogEye
over: do outline enable for FrogEye
out: do outline disable for FrogEye
```

```
when hovered: ShortDOP
over: do outline enable for ShortDOP
out: do outline disable for ShortDOP
```

```
when hovered: EyeLevel
over: do outline enable for EyeLevel
out: do outline disable for EyeLevel
```

```
when hovered: POI
over: do outline enable for POI
out: do outline disable for POI
```

```
when hovered: tombol vr model
over: do outline enable for tombol vr model
out: do outline disable for tombol vr model
```

```
when clicked: tombol vr model
do
  enter VR mode looking around
  on enter do hide tombol vr model
  on exit do show tombol vr model
  if unavailable do
```