

DAFTAR RIWAYAT HIDUP

I. DATA PRIBADI

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II. RIWAYAT PENDIDIKAN FORMAL

PENDIDIKAN	NAMA SEKOLAH	TAMAT TAHUN
SD	SD NEGERI 139 PALEMBANG	2009
SMP	SMP NEGERI 54 PALEMBANG	2012
SMK	SMK NEGERI 2 PALEMBANG	2015

III. RIWAYAT PENDIDIKAN NON FORMAL

JENIS PENDIDIKAN	TAHUN
BKB NURUL FIKRI PALEMBANG	2014-2015
LB-LIA PALEMBANG	2016-2017

IV. RIWAYAT PENGALAMAN KERJA/PELATIHAN

JENIS PENGALAMAN	TAHUN
JUSTIN COMPUTER CENTER PALEMBANG	2013
KOMPAS TV PALEMBANG	2017
MOCCA ANIMATION MALANG	2018
DIKLAT 3D MODELLING AND ANIMATION DI BDI DENPASAR	2018

V. LOMBA / SEMINAR / WORKSHOP / PENGHARGAAN

INSTITUSI PENYELENGGARA	NAMA LOMBA / SEMINAR / WORKSHOP / PENGHARGAAN	TAHUN
Politeknik Negeri Sriwijaya	JUARA III Short Film Competition Ampera Creative Festival	2016
Kanwil DJPB Sumatera Selatan	JUARA III Film Competition #APBNUNTUKSUMSEL	2017
UKM Warta Politeknik Sriwijaya	Peserta Lomba Film Pendek UKM WPS Fair 2016	2016
UKM Warta Politeknik Sriwijaya	Panitia UKM WPS Fair 2017	2017
HMJ Teknik Komputer	Peserta Seminar Valter (Festival Teknik Komputer)	2017
UKM Warta Politeknik Sriwijaya	Peserta Workshop Jurnalistik UKM WPS Fair	2016
UKM Warta Politeknik Sriwijaya	Pelatihan Dasar Jurnalis	2016
UKM Karisma Politeknik Negeri Sriwijaya	Peserta Study Islam Akhir Pekan (SIAP)	2015
HMJ Teknik Komputer	Peserta Seminar 4G LTE	2015

Politeknik Negeri Sriwijaya	Mahasiswa terbaik pada Yudisium Semester Genap tahun akademik 2016/2017	2017
LB-LIA Palembang	Achievement Successfully Completed a Course in English for Adults : Elementary Levels	2017
LB-LIA Palembang	Achievement Successfully Completed a Course in Conversation in English: Elementary Levels	2017

VI. PENGALAMAN ORGANISASI

PENGALAMAN ORGANISASI	TAHUN
ROHIS SMK NEGERI 2 PALEMBANG	2012-2014
OSIS SMK NEGERI 2 PALEMBANG	2013
ANGGOTA DIVISI VIDEO EDITOR UKM WPS	2015
ANGGOTA DIVISI CAMERA PERSON UKM WPS	2016
ANGGOTA DIVISI HUMAS UKM WPS	2017
KEPALA DIVISI HUMAS UKM WPS	2018

Semua data yang saya isikan dan tercantum dalam Riwayat Hidup ini adalah benar dan dapat dipertanggungjawabkan.

Palembang, Juli 2019

(RIKE SUCIHATI)

```

using UnityEngine;
using Vuforia;

//--- ini adalah tambahan untuk pause video---//
using UnityEngine.Video;
[RequireComponent(typeof(VideoPlayer))]
//-----//

/// <summary>
/// A custom handler that implements the ITrackableEventHandler
/// interface.
///
/// Changes made to this file could be overwritten when upgrading the
/// Vuforia version.
/// When implementing custom event handler behavior, consider
/// inheriting from this class instead.
/// </summary>
public class DefaultTrackableEventHandler : MonoBehaviour,
ITrackableEventHandler
{
    #region PROTECTED_MEMBER_VARIABLES

    protected TrackableBehaviour mTrackableBehaviour;

    //--- Tambahan untuk video dan suara pause ----//
    private VideoPlayer videoPlayer;

    public AudioSource suaravideo;
    //-----//
    #endregion // PROTECTED_MEMBER_VARIABLES

    #region UNITY_MONOBEHAVIOUR_METHODS

    protected virtual void Start()
    {
        mTrackableBehaviour = GetComponent<TrackableBehaviour>();
        if (mTrackableBehaviour)
            mTrackableBehaviour.RegisterTrackableEventHandler(this);

        GameObject video = GameObject.Find("Quad");
        videoPlayer = video.GetComponent<VideoPlayer>();
        videoPlayer.Play();
        videoPlayer.Pause();

        GameObject audio = GameObject.Find("suara");
        suaravideo = audio.GetComponent<AudioSource>();
        suaravideo.Play();
        suaravideo.Pause();
    }

    protected virtual void OnDestroy()
    {
        if (mTrackableBehaviour)
            mTrackableBehaviour.UnregisterTrackableEventHandler(this);
    }
}

```

```

#endregion // UNITY_MONOBEHAVIOUR_METHODS

#region PUBLIC_METHODS

/// <summary>
///      Implementation of the ITrackableEventHandler function
called when the
///      tracking state changes.
/// </summary>
public void OnTrackableStateChanged(
    TrackableBehaviour.Status previousStatus,
    TrackableBehaviour.Status newStatus)
{
    if (newStatus == TrackableBehaviour.Status.DETECTED ||
        newStatus == TrackableBehaviour.Status.TRACKED ||
        newStatus == TrackableBehaviour.Status.EXTENDED_TRACKED)
    {
        //Debug.Log("Trackable " + mTrackableBehaviour.TrackableName + " found");
        Debug.Log("Video berhasil play....:");
        OnTrackingFound();
        videoPlayer.Play();
        suaravideo.Play();
    }
    else if (previousStatus == TrackableBehaviour.Status.TRACKED &&
        newStatus == TrackableBehaviour.Status.NO_POSE)
    {
        //Debug.Log("Trackable " + mTrackableBehaviour.TrackableName + " lost");
        Debug.Log("Video berhasil di Pause....:");
        OnTrackingLost();
        videoPlayer.Pause();
        suaravideo.Pause();
    }
    else
    {
        // For combo of previousStatus=UNKNOWN +
        newStatus=UNKNOWN|NOT_FOUND
        // Vuforia is starting, but tracking has not been lost or
        found yet
        // Call OnTrackingLost() to hide the augmentations
        OnTrackingLost();
    }
}
#endregion // PUBLIC_METHODS

#region PROTECTED_METHODS

protected virtual void OnTrackingFound()
{
    var rendererComponents =
    GetComponentInChildren<Renderer>(true);
    var colliderComponents =

```

```

GetComponentInChildren<Collider>(true);
    var canvasComponents = GetComponentInChildren<Canvas>(true);

    // Enable rendering:
    foreach (var component in rendererComponents)
        component.enabled = true;

    // Enable colliders:
    foreach (var component in colliderComponents)
        component.enabled = true;

    // Enable canvas':
    foreach (var component in canvasComponents)
        component.enabled = true;
}

protected virtual void OnTrackingLost()
{
    var                rendererComponents                =
GetComponentInChildren<Renderer>(true);
    var                colliderComponents                =
GetComponentInChildren<Collider>(true);
    var canvasComponents = GetComponentInChildren<Canvas>(true);

    // Disable rendering:
    foreach (var component in rendererComponents)
        component.enabled = false;

    // Disable colliders:
    foreach (var component in colliderComponents)
        component.enabled = false;

    // Disable canvas':
    foreach (var component in canvasComponents)
        component.enabled = false;
}

#endregion // PROTECTED_METHODS
}

```


