

LAMPIRAN



Gambar 1 Wawancara



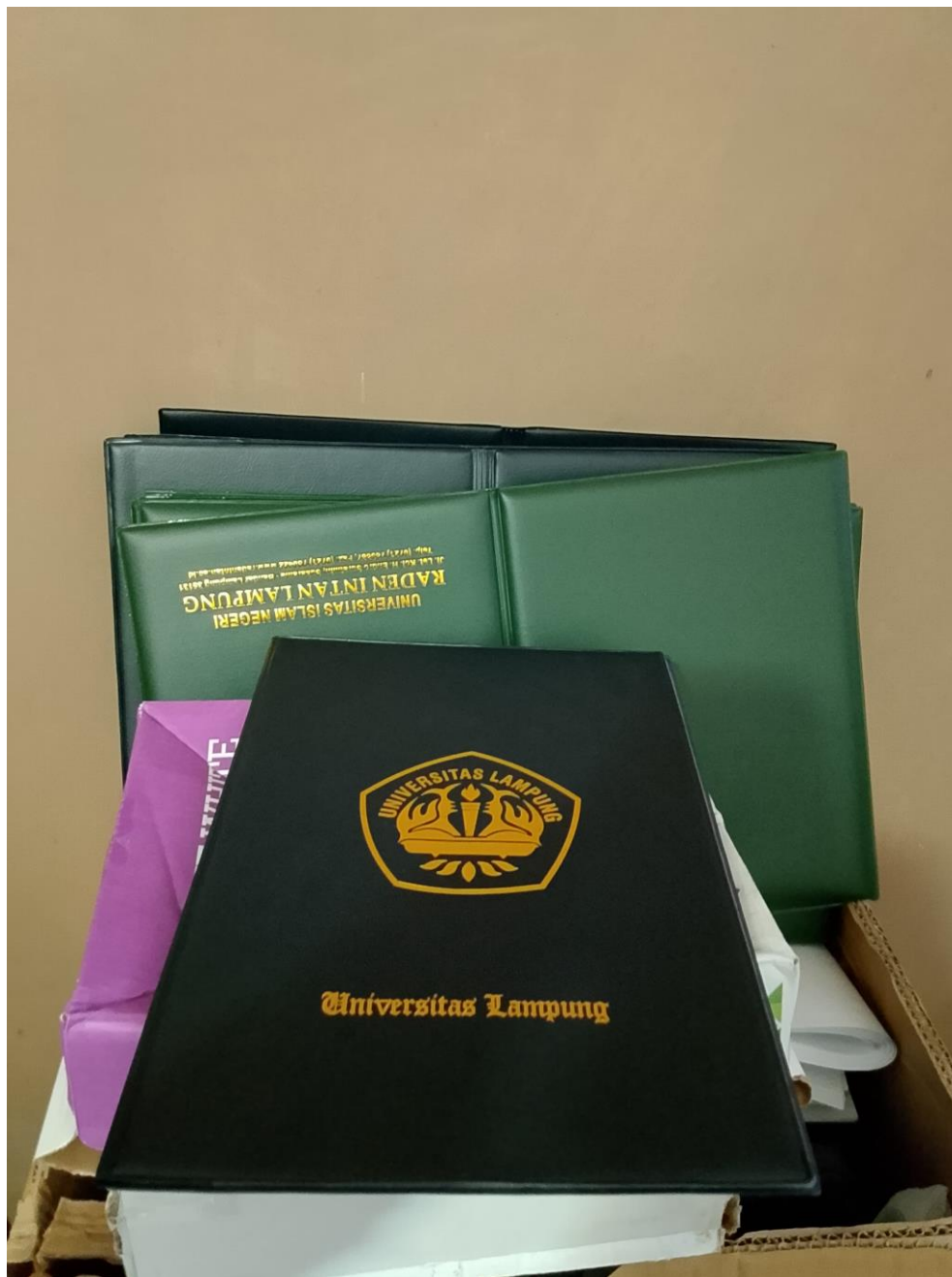
Gambar 2 Wawancara Produk



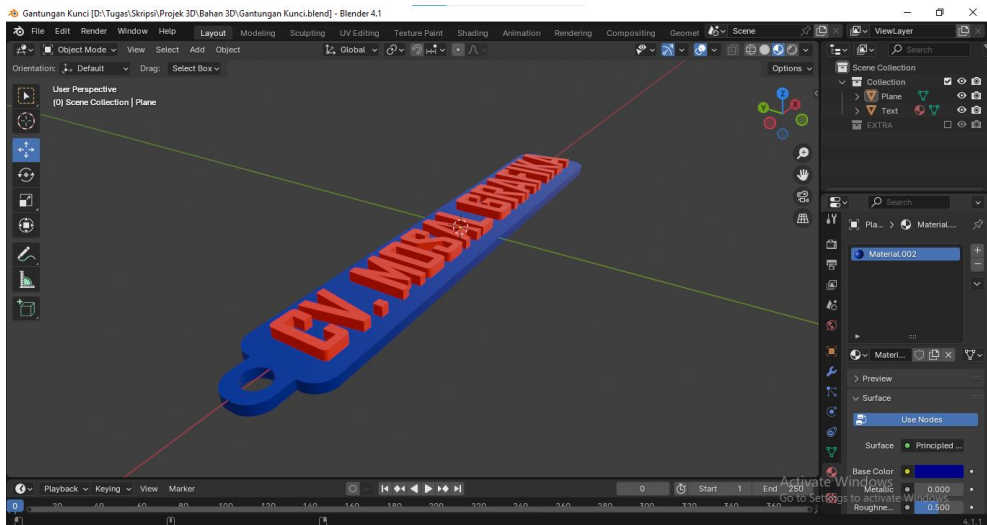
Gambar 3 Produk Plakat



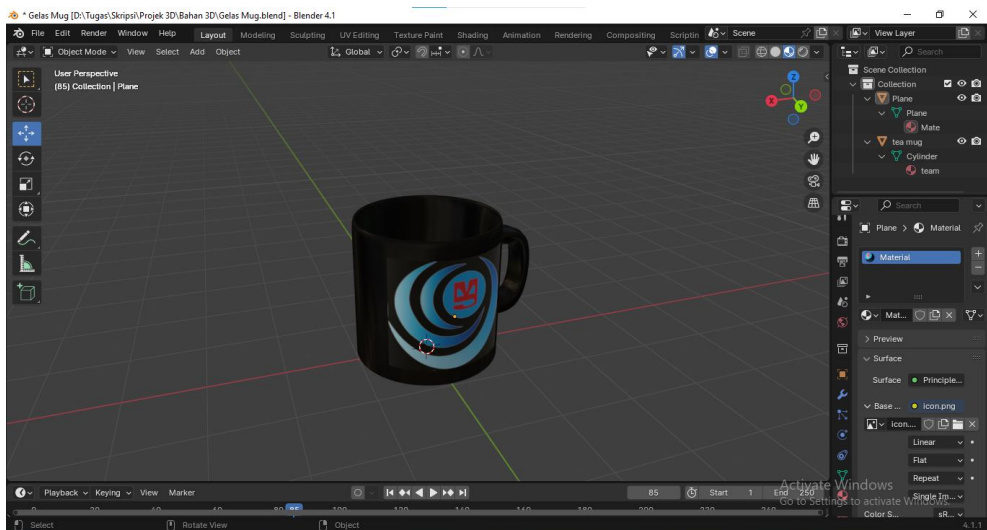
Gambar 4 Produk Buku Binder



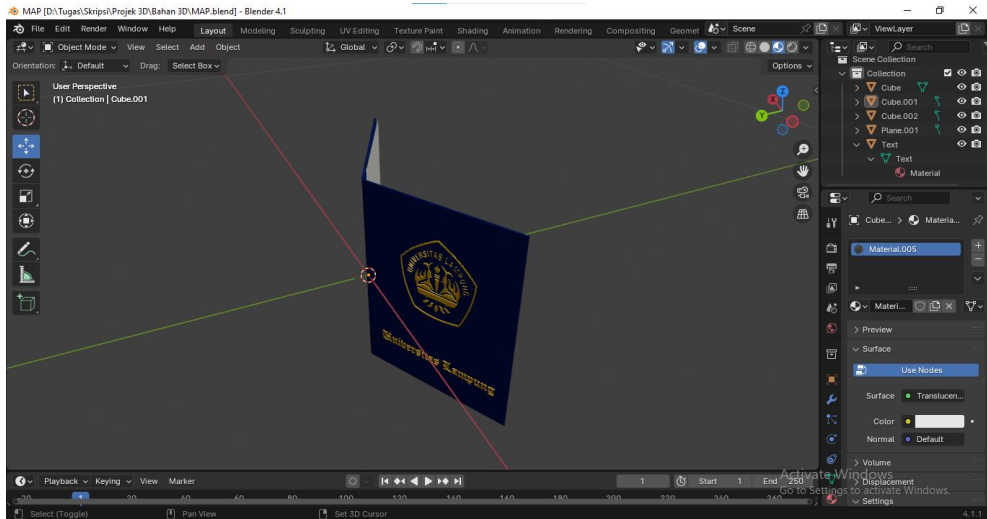
Gambar 5 Produk MAP Wisuda



Gambar 6 3D Gantungan Kunci



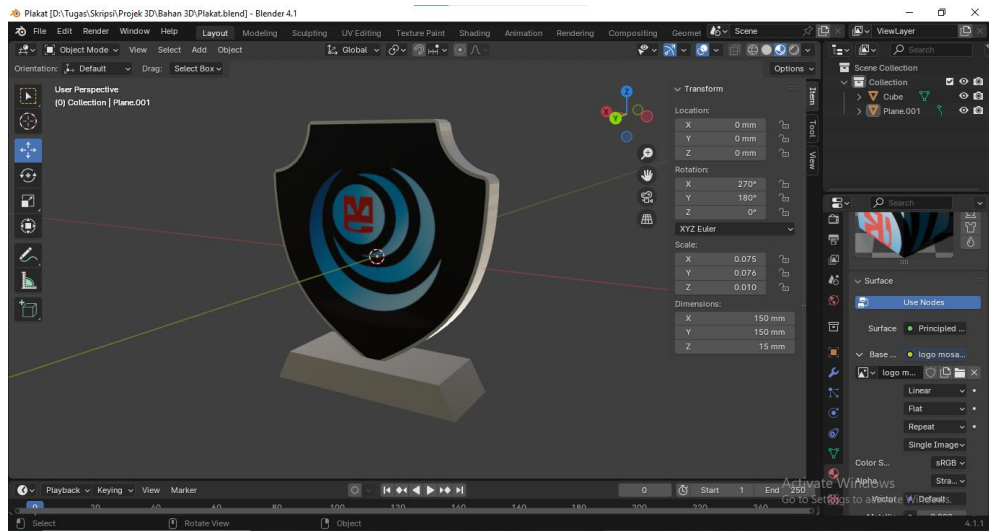
Gambar 7 3D Gelas Mug



Gambar 8 3D MAP Wisuda



Gambar 9 3D Neon Box



Gambar 10 3D Plakat



Gambar 11 Marker Gantungan Kunci



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GELAS MUG

Gambar 12 Marker Gelas Mug



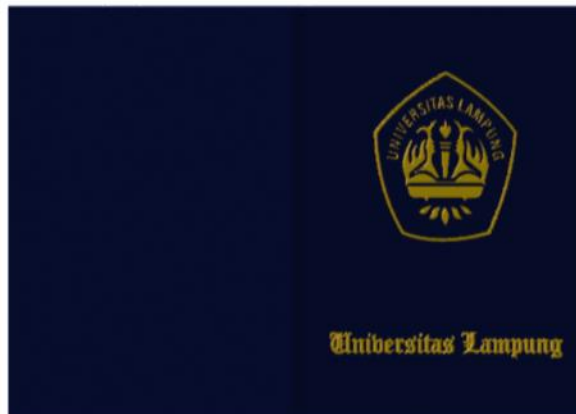
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MAP

Gambar 13 Marker MAP Wisuda



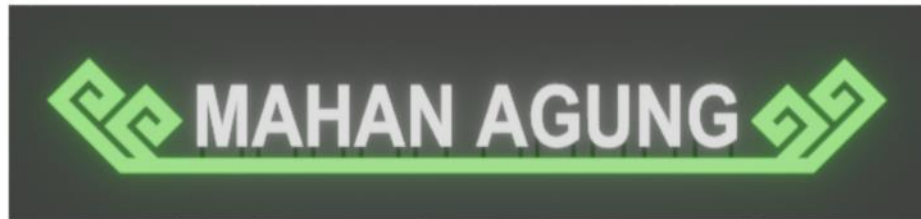
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NEON BOX

Gambar 14 Marker Neon Box



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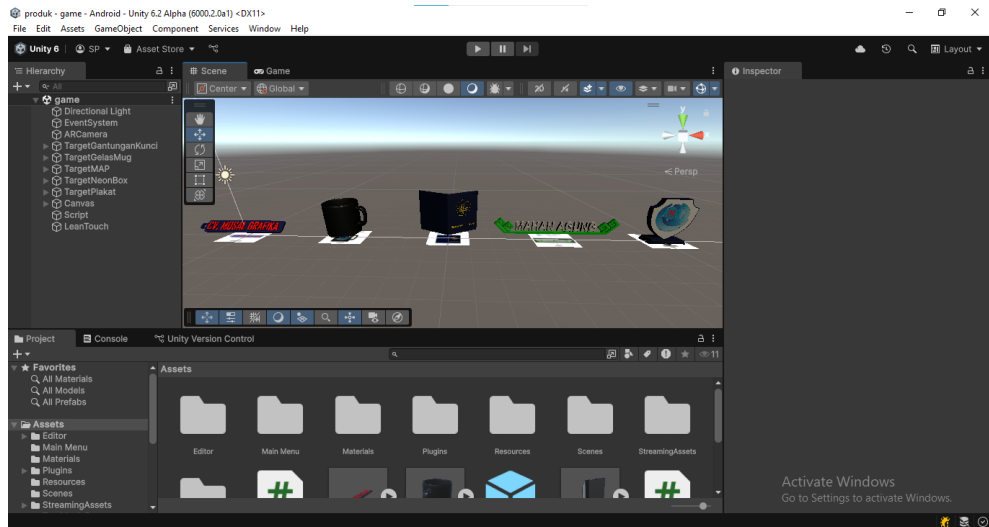
Phone 0721 - 770560

email : mosalgrafika@gmail.com

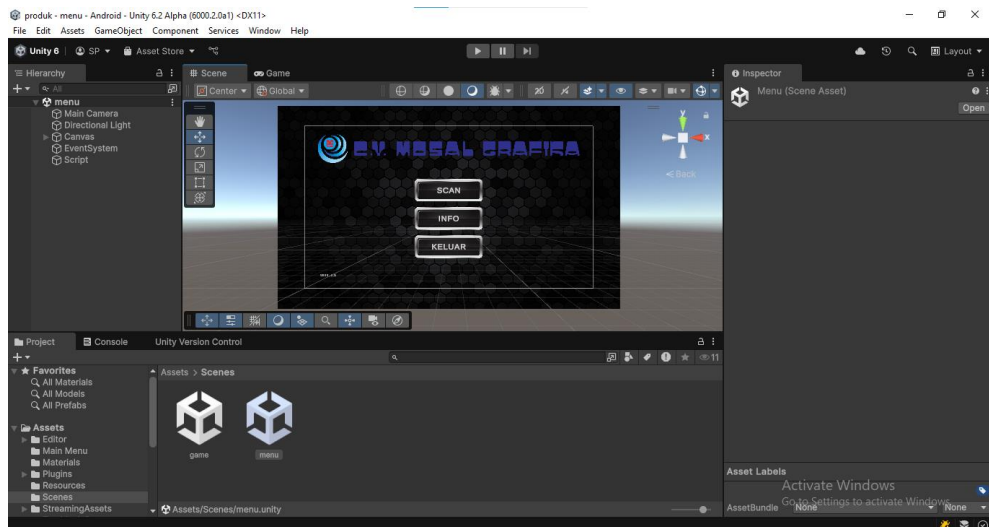


PLAKAT

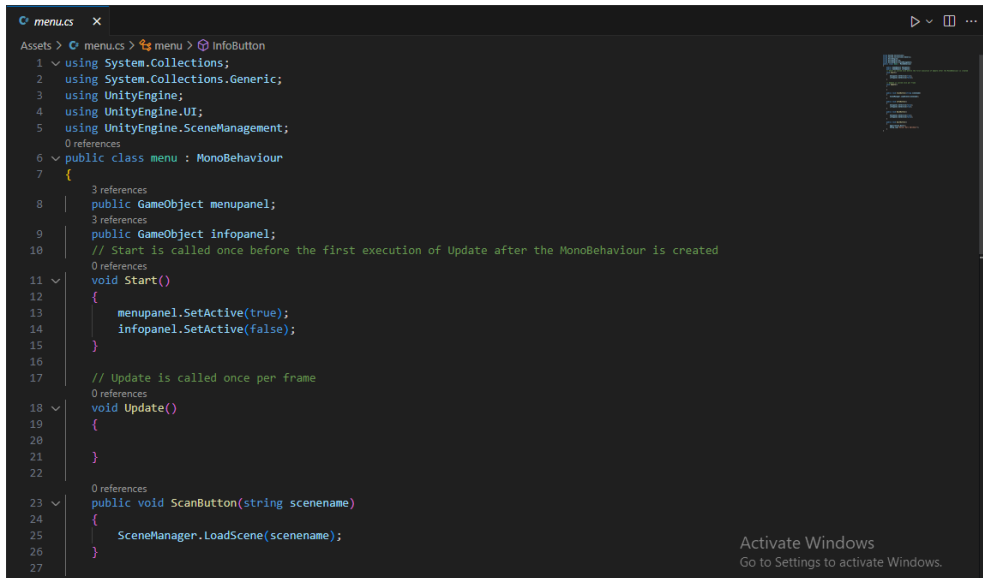
Gambar 15 Marker Plakat



Gambar 16 Scene Game



Gambar 17 Scene Menu

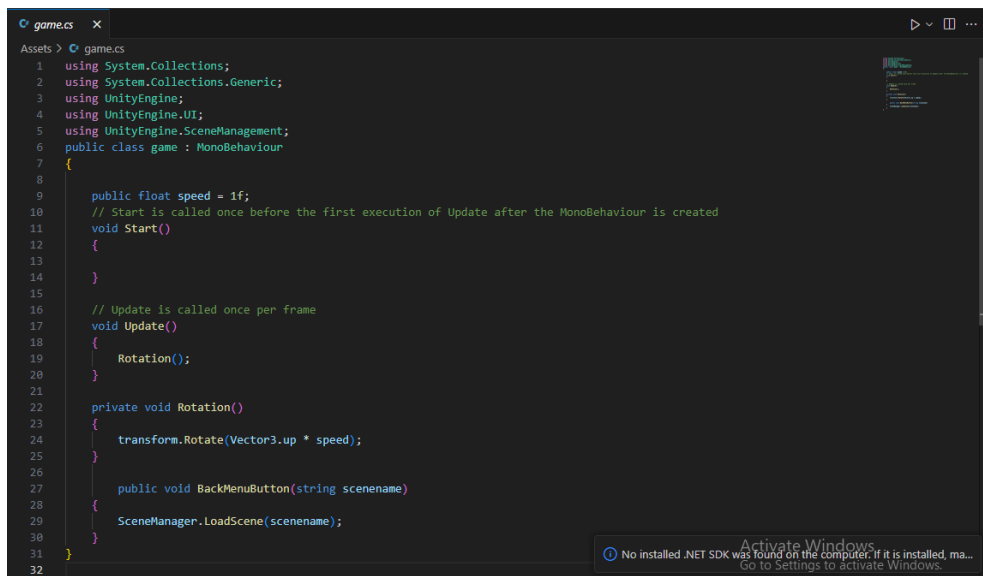


The screenshot shows the Visual Studio IDE with the Unity project 'Assets > menu.cs' open. The script 'menu.cs' is a C# MonoBehaviour class. It includes using statements for System.Collections, System.Collections.Generic, UnityEngine, UnityEngine.UI, and UnityEngine.SceneManagement. The class 'menu' has two public GameObject fields: 'menupanel' and 'infopanel'. The 'Start' method is called once before the first execution of Update. It sets 'menupanel.SetActive(true)' and 'infopanel.SetActive(false)'. The 'Update' method is called once per frame. It contains a call to 'SceneManager.LoadScene(scenename)'.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5 using UnityEngine.SceneManagement;
6 public class menu : MonoBehaviour
7 {
8     public GameObject menupanel;
9     public GameObject infopanel;
10    // Start is called once before the first execution of Update after the MonoBehaviour is created
11    void Start()
12    {
13        menupanel.SetActive(true);
14        infopanel.SetActive(false);
15    }
16    // Update is called once per frame
17    void Update()
18    {
19    }
20
21    public void ScanButton(string scenename)
22    {
23        SceneManager.LoadScene(scenename);
24    }
25 }
26
27
```

Activate Windows
Go to Settings to activate Windows.

Gambar 18 Script pada Scene Menu



The screenshot shows the Visual Studio IDE with the Unity project 'Assets > game.cs' open. The script 'game.cs' is a C# MonoBehaviour class. It includes using statements for System.Collections, System.Collections.Generic, UnityEngine, UnityEngine.UI, and UnityEngine.SceneManagement. The class 'game' has a public float field 'speed' set to 1f. The 'Start' method is called once before the first execution of Update. The 'Update' method is called once per frame. It contains a call to 'Rotation()'. The 'Rotation' method is a private void method that calls 'transform.Rotate(Vector3.up * speed)'. The 'BackMenuButton' method is a public void method that calls 'SceneManager.LoadScene(scenename)'.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5 using UnityEngine.SceneManagement;
6 public class game : MonoBehaviour
7 {
8     public float speed = 1f;
9     // Start is called once before the first execution of Update after the MonoBehaviour is created
10    void Start()
11    {
12    }
13
14    // Update is called once per frame
15    void Update()
16    {
17        Rotation();
18    }
19
20    private void Rotation()
21    {
22        transform.Rotate(Vector3.up * speed);
23    }
24
25    public void BackMenuButton(string scenename)
26    {
27        SceneManager.LoadScene(scenename);
28    }
29 }
30
31
32
```

Activate Windows
No installed .NET SDK was found on the computer. If it is installed, ma...
Go to Settings to activate Windows.

Gambar 19 Script pada Scene Game