LAMPIRAN

Lampiran 1. Data Penelitian

Activate Windows

Lampiran 2. Koding Sistem

1. SphereChanger.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SphereChanger : MonoBehaviour {



    //This object should be called 'Fader' and placed over the camera
    GameObject m_Fader;

    //This ensures that we don't mash to change spheres
    bool changing = false;


    void Awake()
    {

        //Find the fader object
        m_Fader = GameObject.Find("Fader");

        //Check if we found something
        if (m_Fader == null)
            Debug.LogWarning("No Fader object found on camera.");

    }


    public void ChangeSphere(Transform nextSphere)
    {

        //Start the fading process
        StartCoroutine(FadeCamera(nextSphere));

    }


    IEnumerator FadeCamera(Transform nextSphere)
    {

        //Ensure we have a fader object
        if (m_Fader != null)
        {
            //Fade the Quad object in and wait 0.75 seconds
            StartCoroutine(FadeIn(0.75f, m_Fader.GetComponent<Renderer>().material));
            yield return new WaitForSeconds(0.75f);

            //Change the camera position
            Camera.main.transform.parent.position = nextSphere.position;

            //Fade the Quad object out
            StartCoroutine(FadeOut(0.75f, m_Fader.GetComponent<Renderer>().material));
            yield return new WaitForSeconds(0.75f);
        }
        else
        {
            //No fader, so just swap the camera position
            Camera.main.transform.parent.position = nextSphere.position;
        }


    }


    IEnumerator FadeOut(float time, Material mat)
    {
        //While we are still visible, remove some of the alpha colour
        while (mat.color.a > 0.0f)
        {
            mat.color = new Color(mat.color.r, mat.color.g, mat.color.b, mat.color.a -
(Time.deltaTime / time));
            yield return null;
        }
    }


    IEnumerator FadeIn(float time, Material mat)
    {
        //While we aren't fully visible, add some of the alpha colour
        while (mat.color.a < 1.0f)
        {
            mat.color = new Color(mat.color.r, mat.color.g, mat.color.b, mat.color.a +
(Time.deltaTime / time));
            yield return null;
        }
    }
    }
```

2. VideoPlayerFunctions.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class VideoPlayerFunctions : MonoBehaviour {

        public GameObject nextSphere;

        // Use this for initialization
        void Start()
        {
                // Will attach a VideoPlayer to the main camera.
                //GameObject camera = GameObject.Find("Main Camera");

                var                    videoPlayer                    =
nextSphere.GetComponent<UnityEngine.Video.VideoPlayer> ();

                // VideoPlayer automatically targets the camera backplane when it is added
                // to a camera object, no need to change videoPlayer.targetCamera.
                //var                    videoPlayer                    =
camera.AddComponent<UnityEngine.Video.VideoPlayer>();

                // Play on awake defaults to true. Set it to false to avoid the url set
                // below to auto-start playback since we're in Start().
                //videoPlayer.playOnAwake = false;

                // By default, VideoPlayers added to a camera will use the far plane.
                // Let's target the near plane instead.
                //videoPlayer.renderMode                                   =
UnityEngine.Video.VideoRenderMode.CameraNearPlane;

                // This will cause our scene to be visible through the video being played.
                //videoPlayer.targetCameraAlpha = 0.5F;

                // Set the video to play. URL supports local absolute or relative paths.
                // Here, using absolute.
                //videoPlayer.c = "/Users/graham/movie.mov";

                // Skip the first 100 frames.
                //videoPlayer.frame = 100;
                // Restart from beginning when done.
                //videoPlayer.isLooping = true;

                // Each time we reach the end, we slow down the playback by a factor of 10.
                //videoPlayer.loopPointReached += EndReached;

                // Start playback. This means the VideoPlayer may have to prepare (reserve
                // resources, pre-load a few frames, etc.). To better control the delays
                // associated with this preparation one can use videoPlayer.Prepare() along
with
                // its prepareCompleted event.
                videoPlayer.Pause();
        }

        // Update is called once per frame
        void Update () {

        }

        public void Pause() {

                var videoPlayer =
nextSphere.GetComponent<UnityEngine.Video.VideoPlayer> ();

                //if (videoPlayer.isPrepared == true) {
                //      Debug.Log ("Video Playing");
                //}

                videoPlayer.Play();
        }
}
```

3. CubeInteractionScript.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CubeInteractionScript : MonoBehaviour {

    public GameObject gameObjectForCube;
    public GameObject gameObjectForCube2;
//  Vector3 tempPosi;
    Vector3 tempPosi, tempPosi2;

    // Use this for initialization
```

```
        void Start () {
                tempPosi = gameObjectForCube.transform.position;
                tempPosi2 = tempPosi;
        }

        // Update is called once per frame
        void Update () {

        }

        public void PointerDown() {
//              Camera.main.transform.Translate(300,0,0);
//              transform.position = new Vector3 (300, 0, 0);
                Debug.Log ("Pointer Down");

                tempPosi.x = 7f;

                gameObjectForCube.transform.position = tempPosi;
                gameObjectForCube2.transform.position = tempPosi2;
```