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# Buat Game Macromedia

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Learning Mathematics

Membuat Animasi D/ Corelbryce

Sams Teach Yourself UML in 24 Hours

Amazingflashexpresion&sound Animation+cd

How to Draw Manga

Game Edukasi RPG (Role Playing Game)

Making the Most of Your Textbook

Meng. Multimedia Web Photoshop&Flash+CD

Membuat Game Fighting dengan Flash

Kapita Selektta Citraleka Desain 2020: Dialektika Seni, Desain, dan Kebudayaan Pada Era Revolusi Industri 4.0

Memb.Presentasi Multimedia PowerPoint+CD

Adobe Dreamweaver CC Classroom in a Book (2018 release)

Macromedia Dreamweaver 8

Bermain Logika Action Script Macromedia Flash Prod 8

Teknologi Informasi & Komunikasi

Membangun Media Presentasi & Game Quiz Berbasis Flash

How to Make Animated Films

Multimedia-based Instructional Design

Cara Cepat Bikin Live TV di Blog dan Website

Twelve Years A Slave, Illustrated Edition

Chris Crawford on Game Design

Desain Media Pembelajaran SD/MI

Instructional Design: The ADDIE Approach

Menggambar Objek Dgn Flash 8 + CD

36 JBK Animasi Macromedia Flash 8

Adobe Animate CC Classroom in a Book

Coloring with Photoshop + CD  
DIGITAL MULTIMEDIA Membuat Presentasi dan Bahan Ajar yang Menarik  
Digital Literacies for Learning  
Kecil-kecil Jago Bikin Game  
Adobe Animate Classroom in a Book (2020 release)  
Pencitraan Visual Kawasan Urban  
Animasi 2D dan 3D SMK/MAK Kelas XI. Kompetensi Keahlian Multimedia. Program Keahlian Teknik Komputer dan Informatika.  
PENDIDIKAN ANAK USIA DINI  
Macromedia Dreamweaver MX  
Beginning Adobe Animate CC  
E-Learning: Strategies for Delivering Knowledge in the Digital Age  
Tempo  
Teknik Modeling 3d Max u/ Pemula + CD  
Buku Latihan : Multimedia & Aplikasinya Dengan Macromedia Director

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## **GAMBLE CLARENCE**

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*Learning Mathematics* Elex Media

Komputindo

Sadly the days of the traditional studio apprenticeship in animation are long gone but this book enables the reader to find the next best thing, watching and observing a Master Animator at work. Become Tony White's personal animation apprentice, and experience the golden era of the great Disney and Warner Brothers

studios right in your own home or studio. Tony White's Animation Master Class is uniquely designed to cover the core principles of animated movement comprehensively. It offers a DVD with animated movies and filmed excerpts of the author at his drawing board to illustrate the concepts as the work is being created. Tony White's Animation Master Class offers secrets and unique approaches only a Master Animator could share. The book comes out of the author's six years of real-world professional experience teaching animation, and 30

years of professional experience. Whether you want to become a qualified animator of 2D, 3D, Flash or any other form of animation, Tony White's foundations bring you closer to that goal. The DVD is invaluable, in that readers are not only taught principles and concepts in the book, they are able to see them demonstrated in action in the movies on the DVD.

*Membuat Animasi D/ Corel* Bryce Elex Media Komputindo

Multimedia-Based Instructional Design is a thoroughly revised and updated second

edition of the best-selling book that provided a complete guide to designing and developing interactive multimedia training. While most training companies develop their training programs in many different technological delivery media—computer-based, web-based, and distance learning technologies—this unique book demonstrates that the same instructional design process can be used for all media. Using just one process reduces cycle time for course development—and also reduces costs.

**Sams Teach Yourself UML in 24 Hours**  
McGraw Hill Professional

Internet and intranet technologies offer tremendous opportunities to bring learning into the mainstream of business. E-Learning outlines how to develop an organization-wide learning strategy based on cutting-edge technologies and explains the dramatic strategic, organizational, and technology issues involved. Written for professionals responsible for leading the revolution in workplace learning, E-Learning takes a broad, strategic perspective on corporate learning. This wake-up call for executives everywhere discusses:

- Requirements for building a

viable e-learning strategy • How online learning will change the nature of training organizations • Knowledge management and other new forms of e-learning Marc J. Rosenberg, Ph.D. (Hillsborough, NJ) is an independent consultant specializing in knowledge management, e-learning strategy and the reinvention of training. Prior to this, he was a senior direction and knowledge management field leader for consulting firm DiamondCluster International.

Amazingflashexpresion&sound Animation+cd Adobe Press

Basic tools, tips, and techniques for aspiring artists.

How to Draw Manga Adobe Press

Dalam buku ini terdiri dari 16 chapter, yang ditulis oleh enam belas dosen PG-PAUD Perguruan Tinggi Muhammadiyah. 16 chapter tersebut, adalah:

- Pengembangan Kognitif Anak Usia Dini;
- Egocentric Thinking: Memahami Egosentrisme pada Anak Usia Dini;
- Urgensi Perkembangan Motorik Anak Usia Dini;
- Pengembangan Bahasa Anak Usia Dini;
- Persepsi Orang Tua terhadap Whole Language dalam Pengenalan Reseptif Menyimak Anak Usia Dini;
- Perkembangan

- Emosi dan Permasalahan Emosi Anak Usia Dini;
- Membangun Adab Anak Melalui Komunikasi Epektif dalam Keluarga;
- Optimalisasi Teknologi Informasi dan Komunikasi Dalam Menstimulasi Perkembangan Anak Usia Dini;
- Digital Parenting 4.0; Tanggung Jawab dan Disiplin untuk Membentuk Nilai Moral dan Agama Anak Usia Dini;
- Urgensi Parenting Pendidikan Anak Usia Dini dalam Perspektif Islam;
- Mengendalikan Marah Dengan Senyuman dan Tawa dalam Mengasuh Anak Usia Dini;
- Keteladanan Orang Tua Sebagai Dasar Nilai Agama bagi Anak Usia Dini;
- Mengembangkan Sosial Anak Usia Dini;
- Asyiknya Home Learning untuk Anak Usia Dini

**Game Edukasi RPG (Role Playing Game)** Wandah Wibawanto

In the 21st century, digital tools enable information to be generated faster and in greater profusion than ever before, to the point where its extent and value are literally beyond imagining. Such quantities can only be meaningfully addressed using more digital tools, and thus our relationship to information is fundamentally changed. This situation presents a particular challenge to

processes of learning and teaching, and demands a response from both information professionals and educators. Enabling education in a digital environment means not only changing the form in which learning opportunities are offered, but also enabling students to survive and prosper in digitally based learning environments. This collection brings together a global community of educators, educational researchers, librarians and IT strategists, to consider how learners need to be equipped in an educational environment that is increasingly suffused with digital technology. Traditional notions of literacy need to be challenged, and new literacies, including information literacy and IT literacy, need to be considered as foundation elements for digitally involved learners. Leading international experts from the USA, Canada, Australia, New Zealand, South Africa, Mexico and throughout Europe contribute to the debate, and Hannelore Rader, Librarian and Dean of the University Libraries, University of Louisville, Kentucky, provides the foreword. The book is in two parts: In Part 1, Literacies in the Digital Age, the

contributors analyse how digital technologies have enabled transformative change in the ways in which learning can be constructed, and discuss the nature of the new literacies that have emerged in this new virtual and e-learning environment. In Part 2, Enabling and Supporting Digital Literacies, the contributors go on to consider the ways in which digital literacies can be made available to learners, and how these literacies are being relocated in a more student-centred environment within the broader perspective of learning. Readership: This book takes the issues raised in the successful Information and IT Literacy, also co-edited by Allan Martin, into a broader context. It is essential reading for all information professionals and educators involved in developing strategies and practices for learning in a digital age.

*Making the Most of Your Textbook* A&C Black

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Dreamweaver CC (2018 release) choose Adobe Dreamweaver CC Classroom in a Book (2018 release) from

the best-selling series of hands-on software training workbooks from Adobe Press. The 12 project-based step-by-step lessons in this book show users the key techniques for working in Dreamweaver. Learn how to create webpages for the modern web with a minimum of hand coding; incorporate graphics, and text; add links to text and images; add interactive elements to your sites, such as HTML5-compatible interactivity; work with the latest HTML5 and CSS3 code and structures; and publish a finished site to the web. Four additional online lessons provide valuable hands-on experience in working with code and how to use and customize web frameworks to build a fully responsive site design to support a wide variety of desktop computers and mobile devices. The online assets also include three bonus exercises for HTML and Cascading Style Sheets, and creating web assets, essential to your understanding of web design and website development. That's 16 total lessons chock full of invaluable information and real world examples. The online companion files include all the necessary assets for readers to complete the projects featured

in each lesson as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

*Meng. Multimedia Web*

*Photoshop&Flash+CD* NAFIRI SION PUBLISHING

Games industry cult leader, Chris Crawford, shares insider design secrets he has learned over the course of 25 years in this text. He provides tips and techniques that readers can immediately apply.

**Membuat Game Fighting dengan Flash** Sams Publishing

The Analyze, Design, Develop, Implement, and Evaluate (ADDIE) process is used to introduce an approach to instruction design that has a proven record of success. Instructional Design: The ADDIE Approach is intended to serve as an overview of the ADDIE concept. The primary rationale for this book is to respond to the need for an instruction design primer that addresses the current proliferation of complex educational development models, particularly non-

traditional approaches to learning, multimedia development and online learning environments. Many entry level instructional designers and students enrolled in related academic programs indicate they are better prepared to accomplish the challenging work of creating effective training and education materials after they have a thorough understanding of the ADDIE principles. However, a survey of instructional development applications indicate that the overwhelming majority of instructional design models are based on ADDIE, often do not present the ADDIE origins as part of their content, and are poorly applied by people unfamiliar with the ADDIE paradigm. The purpose of this book is to focus on fundamental ADDIE principles, written with a minimum of professional jargon. This is not an attempt to debate scholars or other educational professionals on the finer points of instructional design, however, the book's content is based on sound doctrine and supported by valid empirical research. The only bias toward the topic is that generic terms will be used as often as possible in order to make it easy for the reader to apply the concepts

in the book to other specific situations. Kapita Selektta Citraleka Desain 2020: Dialektika Seni, Desain, dan Kebudayaan Pada Era Revolusi Industri 4.0 Elex Media Komputindo

Use solid and practical exercises to master the fundamentals of Adobe Animate CC. This is one of the first comprehensive books on Adobe Animate CC to thoroughly examine and demonstrate how to create and deploy interactive and motion design content to mobile, tablet, and desktop screens. Using a series of carefully developed tutorials, Beginning Adobe Animate CC will lead you from basic Animate CC document workflows to the point where you can create animations, interactive projects, and anything else using a variety of techniques. Each chapter focuses on a major aspect of Animate CC and then lets you take over with a series of "Your Turn" exercises that let you create amazing projects based on what you have learned. Beginning Adobe Animate CC focuses on the core skill set needed to master Animate CC and while you are at it, you will be guided to the mastery of the fundamentals, such as drawing tools, movie clips, video and

audio content, text, graphics, external data, components, and a solid overview of the code you need to know to take your skills to the next level. What You Will Learn: Create and deploy animated and interactive content for the HTML 5 universe. Create images and vector graphics for use in Animate CC. Examine a variety of animation techniques that make full use of the Animate CC timeline. Add video and audio content to an Animate CC project. Use many of the graphic creation tools in Animate CC. Publish your projects to a variety of formats. Who This Book is For: Those who are proficient in creating and publishing animated and interactive web-based content. It will also help those who are proficient in using Adobe Flash Professional CC to understand the improvements and new workflows found in Adobe Animate CC. div

### **Memb.Presentasi Multimedia**

**PowerPoint+CD** Graphic-Sha Publishing Macromedia Flash merupakan salah satu software yang digunakan untuk membuat Animasi, Game, Website, Media Presentasi, Media Pembelajaran dan lain sebagainya. Hingga saat ini Macromedia Flash masih gencar digunakan untuk oleh

banyak orang sekalipun Macromedia Flash merupakan produk lama yang kini beralih menjadi Adobe Flash. Namun peralihan nama tersebut tidaklah serta-merta membuat orang-orang beralih ke produk baru tersebut (Adobe Flash).

[Adobe Dreamweaver CC Classroom in a Book \(2018 release\)](#) EDU PUBLISHER

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2019 release) from Adobe Press. The 11 project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with new VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to focus the action on different parts of the Stage with the Camera tool and create a realistic sense of space with the Layer Depth panel. Support for SVG, WebGL, HTML5,

animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

**Macromedia Dreamweaver 8** Penerbit Andi

Kapita selekta atau bunga rampai ini merupakan kumpulan tulisan yang penting dalam pengembangan keilmuan, khususnya dalam wacana-wacana desain, seni, dan kebudayaan dalam ranah dialektika tekstual dan kontekstual. Halnya citraleka, dalam sansekerta merujuk pada suatu tulisan atau gambaran yang ibaratnya sebuah prasasti yang menandakan keilmuan sebagai tonggak perkembangan dan peradaban. Buku ini memuat 11 tulisan yang mengulas berbagai topik mengenai

dialektika seni, desain, dan kebudayaan pada masa revolusi industri 4.0. Sebagai sebuah permulaan dan dengan segala keterbatasan diharapkan kumpulan tulisan dalam bentuk buku ini mampu menjawab kekurangan tulisan-tulisan mengenai desain, seni, dan kebudayaan yang selama ini terjadi. Diawali dengan topik tentang Wacana Ruang Lingkup Struktur Desain: Sebuah Dasar Berfikir Tindakan Teoritik oleh I Nyoman Anom Fajaraditya Setiawan, mengulas tentang pola berfikir konseptual dalam penciptaan khususnya dalam perspektif DKV. Dilanjutkan topik Prabhavana Bali Dwipa: Jelajah Genealogi Kreativitas Seni dan Desain Bali dari Prasejarah Sampai Revolusi Industri 4.0 oleh I Kadek Dwi Noorwatha, mengulas tentang genealogi kreatifitas berkarya di Bali dan menggali aksi kreatifitas dari masa ke masa. Teknologi Global Dan Tumbuh Kembangnya Desain Komunikasi Visual oleh Anak Agung Gede Bagus Udayana, mengulas tentang perkembangan keilmuan serta pertumbuhan DKV dalam interaksinya terhadap teknologi global. I Putu Udiyana Wasista dengan judul unik yaitu Desain Jempol, mengulas tentang energi

perubahan yang dihadapi saat ini berikut tantangannya oleh para profesional dengan masifnya perkembangan aplikasi yang menghasilkan penciptaan instan. Disrupsi Desain Komunikasi Visual Dan Revolusi Industri 4.0 oleh I Nyoman Jayanegara, mengulas tentang tantangan pekerjaan para desainer ditengah perkembangan internet of thing dan artificial intelegence. Augmented Reality Menjadi Salah Satu Solusi Kreatif Pada Bidang Pendidikan Dan Budaya oleh Putu Wirayudi Aditama tentang teknologi AR yang belum banyak diterapkan di Indonesia dalam materi pendidikan terutama yang mengakat kearifan lokal. Portfolio Digital Pada Era Revolusi Industri 4.0 oleh I Wayan Adi Putra Yasa yang mengulas tentang pentingnya suatu portofolio sebagai parameter eksistensi diri dengan memanfaatkan teknologi untuk mempermudah aksesnya. Pada sesi berikutnya ditulis oleh Ngakan Putu Darma Yasa tentang Game Edukasi Dua Dimensi Sebagai Produk Kreatif Pada Revolusi Industri 4.0, ulasan tentang media edukasi dalam pemanfaatan teknologi animasi dan kreatifitas penciptaannya. Cerita Rakyat Sebagai Ide Kreatif Film Animasi di

Indonesia oleh I Gede Adi Sudi Anggara, mengulas tentang kreatifitas dalam animasi yang mengangkat kearifan lokal terutama cerita-cerita rakyat yang sarat pesan moral. Topik berikutnya hampir mirip dengan tulisan sebelumnya, sebagai pendukung ulasan yaitu Konsep Film Animasi Cerita Rakyat Untuk Anak-Anak oleh I Ketut Setiawan, mengulas tentang konseptual animasi cerita rakyat karya anak bangsa yang sajiannya ditujukan untuk anak-anak. Pada akhir issues, Project Kolaboratif sebagai Representasi Sinergi Sains-Seni dan Teknologi oleh I Made Marthana Yusa yang mengulas tentang semangat berkarya seni kontemporer pada project kolaboratif. Kami mengucapkan banyak terimakasih atas perhatian dan sumbangsih pemikiran para penulis yang telah meluangkan waktu serta tenaga di tengah kesibukan masing-masing. Kumpulan tulisan inipun seakan mampu menjawab kekhawatiran akan ketidakproduktifan para akademisi di tengah pandemi COVID-19 yang melanda negeri ini. Buku ini diharapkan menjadi sebuah awalan yang positif bagi terbitan buku-buku yang lainnya dengan topik-topik sejenis. Diharapkan pula, buku ini

menjadi sebuah momentum baru dalam kenormalan baru, memotivasi para penulis-penulis cerdas lainnya untuk bangkit dan aktif kembali dalam pengembangan ilmu atau publikasi sebagai tindakan diseminasi hasil kreatifitas, analisis kritis, dan sebagainya dalam berbagai perspektif. Kami tidak lupa pula mengucapkan terimakasih kepada penerbit STMIK STIKOM Indonesia yang telah membantu menerbitkan kumpulan tulisan ini. Terimakasih pula disampaikan kepada berbagai pihak yang tidak dapat disebutkan satu persatu, telah memberikan bantuan baik secara moral maupun material demi kelancaran penerbitan kumpulan tulisan ini. Mudah-mudahan pula terbitan ini menjadi respon kontinuitas terbitan Kapita Selektta Citraleka Desain berikutnya. Akhir kata, mohon maaf yang sebesar-besarnya atas kekurangan dan kekeliruan dalam penulisan, penyajian, maupun proses komunikasi selama ini. Hal tersebut semata-mata ketidak-sengajaan dalam kompleksitas perilaku atau proses yang terjadi dalam penyusunan buku, serta hal-hal lainnya. Semoga Tuhan Yang Maha Esa selalu menyertai kita dan selalu diberikan

kesehatan dan tetap produktif. Selamat menikmati bacaan ini, segala proses adaptasi di tengah tantangan yang ada, dan beragam hal yang memberikan perubahan dalam pengembangan keilmuan.

### **Bermain Logika Action Script**

**Macromedia Flash Prod 8** Adobe Press Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use

with the lessons in this book to create UML diagrams immediately.

Teknologi Informasi & Komunikasi Elex Media Komputindo

- Why do some students achieve more than others?
- Do we have to wait until pupils are "ready"?
- Can children discover math for themselves?
- Does language interfere with the learning of math?

This classic text, written from the viewpoint of the math teacher, provides answers to these and many more questions. Each chapter explores a particular issue that illustrates the interaction between theory and practice. New chapters have been included on cognition, pattern, and ICT.

### **Membangun Media Presentasi & Game Quiz Berbasis Flash** Facet Publishing

"Dreamwaver 8 combines visual layout tools with robust text-based HTML editing features for the creation, management, and maintenance of Web sites." P. [xiii]. *How to Make Animated Films* Elex Media Komputindo

Leads readers through a series of eighteen lessons in which they learn how to create and maintain Web sites of their own. The lessons provide twenty-three hours of



tutorials designed to take the reader through Dreamweaver's powerful tools.

*Multimedia-based Instructional Design*  
New Riders

Sesuai dengan tantangan zaman, yang disebut dengan the new digital era, yang telah mewarnai keseharian hidup dan pendidikan anak-anak saat ini, maka pemanfaatan animasi teknologi dalam pembelajaran PAK dan SM (Sekolah Minggu) menjadi kebutuhan bagi anak-anak generasi net atau disebut generasi Z. Pemanfaatan alat-alat peraga yang menarik, relevan dan reflektif juga merupakan keniscayaan dalam keberhasilan pengajaran di kelas sesuai dengan tingkat usia Anak. Buku ini hadir untuk menolong para guru PAK, SM dan Pelayan Anak untuk memanfaatkan digital multimedia sebagai teknologi penunjang pembelajaran. Ide awal lahirnya buku ini adalah berasal dari kumpulan makalah, bahan seminar, dan praktik membuat animasi dari penulis yang telah disampaikan di Program Training Teacher di STT Tiranus Bandung, pleno dan kelas-kelas kapita selekta pada acara TERAPAN JPA, sebuah ajang Temu Raya Penggiat Anak secara Nasional maupun Regional

oleh Jaringan Pelayan Anak Indonesia, Training-training guru PAK dalam lingkup BIMAS KRISTEN Surakarta, BIMAS Kristen Sumatera Selatan, serta pembinaan guru Sekolah Minggu dan seksi Sekolah Minggu HKBP DISTRIK VIII DKI JAKARTA.

Cara Cepat Bikin Live TV di Blog dan Website Elex Media Komputindo

"Sudah bukan rahasia lagi jika Flash merupakan software terbaik untuk membuat game. Dengan kelengkapan fasilitas yang dimilikinya, proses pembuatan game yang umumnya dikenal sulit, bisa dilakukan secara mudah dan efektif. Buku Membuat Game Fighting dengan Flash membahas cara pembuatan game fighting dengan Flash yang dimulai dari : \* Pengenalan game, \* Jenis-jenis game, \* Cara membuat game, khususnya game fighting. Anda akan merasakan langsung pengalaman membuat game fighting, dan sekaligus membuktikan, bahwa membuat game dengan Flash tidak serumit yang dibayangkan. Setelah membaca buku ini, diharapkan Anda dapat membuat sendiri game fighting sesuai dengan keinginan. "

*Twelve Years A Slave, Illustrated Edition*  
Elex Media Komputindo

Preferensi visual ruang perkotaan tergantung kepada pandangan masyarakat terhadap nilai-nilai yang dihasilkan pada pembentukan kota. Sebuah model pengalaman partisipatif mampu memunculkan keterlibatan estetis yang sekaligus mendorong gagasan sebuah perencanaan lanskap partisipatif. Salah satu bentuk ruang perkotaan yang membutuhkan pengalaman partisipatif adalah lanskap koridor jalan perkotaan. Proses konsensus yang melibatkan partisipasi masyarakat sangat penting dalam pengambilan keputusan pada proses penataan lanskap koridor kota. Kemajuan komputerisasi teknologi komunikasi telah membawa pengaruh yang kuat terhadap perubahan budaya pelibatan masyarakat, yang mendorong lahirnya model-model partisipasi publik secara online melalui internet. Teknologi Virtual Reality melalui simulasi 3D online merupakan salah satu perkembangan terkini yang mampu membantu dalam pemahaman visualisasi perencanaan lanskap pada skala makro dan mikro, serta memiliki kemampuan interaktivitas dan merepresentasikan data kontekstual yang kompleks dalam sebuah sistem

multimedia spasial. Buku ini mengupas tentang strategi dan teknik pengembangan sistem multimedia spasial 3D. Isi buku ini terbagi dalam tiga pokok pembahasan yaitu bagian I mengenai Visualisasi 3D, bagian II mengenai

Simulasi Interaktif 3D, bagian III mengenai Visualisasi 3D berbasis Web. Pada bagian pertama lebih menelaah pada strategi dan prosedur penting pengembangan visualisasi 3D. Pada bagian kedua mengarah pada strategi pengembangan multimedia spasial dengan pemanfaatan

skrip Lingo untuk pembuatan aplikasi interaktif spasial 3D. Sedangkan bagian ketiga lebih mengarah pada pengembangan desain antar muka yang mengintegrasikan sistem interaktif spasial 3D pada jaringan online (web-based).