

ABSTRACT

Perkembangan teknologi informasi terutama teknologi multimedia dewasa ini telah berkembang semakin pesat sehingga membuat kehidupan manusia sekarang ini menjadi sedemikian mudah dan menyenangkan. Perkembangan teknologi tersebut yang mudah ditemui, yaitu penggunaan teknologi multimedia dalam dunia pembuatan film. Namun tidak hanya film yang dibuat animasi, sebagai contoh Simulasi berbagai macam kejadian dibuat juga menggunakan teknologi multimedia. Banyak sekali kejadian-kejadian disekitar kita yang kadang-kadang membahayakan keselamatan nyawa banyak orang, seperti kecelakaan mobil dan sepeda motor, kecelakaan kereta api, dan lain-lain. Pembuatan simulasi kecelakaan kereta api secara 3D akan mempermudah masyarakat untuk memahami bagaimana kejadian sesungguhnya bila tidak berhati-hati dalam melewati perlintasan rel kereta api yang tidak berpalang, sehingga diharapkan masyarakat akan berhati-hati bila melewati perlintasan rel kereta api yang tidak berpalang.

Kata kunci: *Multimedia, 3 dimensi, kereta api, mobil, sepeda motor.*

ABSTRACT

The development of information technology, especially multimedia technology today has grown more rapidly so as to make human life now become so easy and fun. The development of these technologies are readily available, namely the use of multimedia technology in the world of filmmaking. There are several types of films are often produced, ranging from who featured movie or played by humans, to cartoon characters, played by a character who made such that it has the properties and behavior like humans. But not only animated film made, for example Simulation created a wide variety of events are also using multimedia technology. Lots of the events around us that sometimes endanger the safety of the lives of many people, such as automobile and motorcycle accidents, train accidents, and others. In this case it is a train wreck because the crossings are not barred door. People sometimes underestimate the danger at railroad crossings are not barred doors, so they crossed if not careful, it needs a medium that can make a means to inform the public about the dangers of crossing railway crossings are not barred door. Making the train crash simulation in 3D will be easier for people to understand how real events if not careful in passing railroad crossings are not barred, so expect the public to be cautious when passing railroad crossings are not barred.

Keywords: *Multimedia, 3-dimensional, trains, cars, motorcycles*