

ABSTRAK

Di era digital sekarang ini, orang dengan mudah mengambil foto dari kamera digital dan dengan bantuan aplikasi edit foto digital, memanipulasi sebuah foto atau menggabungkan berbagai foto menjadi sebuah foto baru seakan yang terlihat sangat natural atau seperti sebuah foto asli tanpa terlihat adanya hasil editan. Dan dengan bantuan internet, foto tersebut bisa dengan mudah tersebar luas dan cepat. Terkadang, foto yang tersebar di internet bisa menimbulkan kontroversi terutama bila foto tersebut merupakan foto orang terkenal sebut saja misalnya foto artis yang tampil penuh sensasi.

Akibat kemudahan memanipulasi foto tersebut, kita jadi ragu untuk mempercayai keaslian foto yang tersebar di internet, apalagi sekarang ini juga sudah banyak aplikasi edit foto online yang semakin memudahkan orang memodifikasi foto. Untuk membuktikan keaslian sebuah foto di lakukan pengujiannya dengan menggunakan bantuan *software* FOTO FORENSICS.

Ilmu yang akan di dapat yaitu kita bias mengetahui keaslian foto yang akan diuji, kemudian kita bias mengetahui proses pemeriksaan gambar dengan menggunakan *software* FOTO FORENSICS.

Kata kunci : *Forensics, Reverse Engginering, Foto, Informasi.*

ABSTRACT

In today's digital age, people can easily take photos from digital cameras and with the help of digital photo editing application, manipulating an image or combine various images into a new picture as if that looks very natural, or as an original photo with no visible presence of edits. And with the help of the internet, these photos can easily be spread widely and rapidly. Sometimes, the photos spread on the internet to be controversial, especially if the photo is a photo call of famous people such as a photograph artists performing sensation. To gather the information available in the Bandung zoo, so a medium that serves to provide information in one media has been built. The medium is a three-dimensional interactive multimedia software for the area of the zoo. This software is made with reference to the criteria of an interactive multimedia software. The steps that were done in making this software starts from identifying the problems that exist, determining the needs, collecting the data through literature study, observations or surveys, to the creation of three-dimensional interactive multimedia software for the zoo's area itself.

As a result of the ease of manipulating the image, we are so hesitant to trust the authenticity of the photos spread on the Internet, especially now that it also has a lot of online photo editing application is even easier for people to modify photos. To prove the authenticity of a photograph in doing the test with the help of Software FOTOFORENSICS.

The science that will come that we can know the authenticity of the photos to be tested, then we know the refractive examination process images using Software FOTOFORENSICS.

Keywords: Forensics, Reverse Engginering, Image, Information.