



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

- Ahearn, L. (2009). *3D Game Texture: Create Professional Game Art Using Photoshop (2nd ed.)*. Massachusett, USA: Elsevier, Inc.
- Cantrell, B. & Yates, N. (2012) *Techniques and Tools for the 3D Illustration of Dynamic Landscapes: Modelling the Environment*. Hoboken, New Jersey: John Wiley & Sons
- Darakshani, D., Munn, R., & McFarland, J. (2007). *Introducing 3ds Max 9*. Indiana Polis, USA: Wiley Publishing, Inc.
- Festchrift, R. P. S., Simanjuntak, T., Hisyam, M., Prasetyo, B., Nastiti, T. S. (2006). *Archeology: Indonesian Perspective*, 33. Menteng, Jakarta: Indonesian Institute of Science (LIPI)
- Goldstein, A. (2013). *Learning CSS3 Animation and Transitions: A Hand-on Guide to Animating in CSS3 with Transforms, Transitions, Keyframes Animations, and JavaScript*. New Jersey, USA: Pearson Education, Inc.
- Itoshii, J. (2013, June 19). ALAT MUSIK TRADISIONAL INDONESIA.doc. Retrieved November 19, 2017, from <https://www.scribd.com/doc/254800178/ALAT-MUSIK-TRADISIONAL-INDONESIA-doc>
- Masywandi, V. (2017). ALAT MUSIK TRADISIONAL.docx. Retrieved November 19, 2017, from <https://www.scribd.com/document/360293772/ALAT-MUSIK-TRADISIONAL-docx>

McKinley, M. (2010). *Maya Studio Projects* ®: *Game Environment and Props*. Indianapolis, Indiana: Wiley Publishing, Inc.

Mesquita, A. (2017). *Research Paradigms and Contemporary Perspective on Human – Technology Interaction*. USA: IGI Global

Montgomery, L. (2012). *Tradigital Maya: A CG Animator's Guide to Applying the Classical Principles of Animation*. Massachussets, USA: Elsevier

Natasya, A. (2014). Pengaruh Cina pada Gambang Kromong. Universitas Indonesia Library: The Crystal of Knowledge, 2-3. Retrieved November 19, 2017, from file:///C:/Users/User/Downloads/Documents/digital_20369032-MK-Anisa%20Natasya.pdf.

Novanty, M. (2017, September 08). 9 Alat Musik Tradisional Sulawesi Selatan [Lengkap]. Retrieved November 19, 2017, from <https://alatmusikindonesia.com/alat-musik-tradisional-sulawesi-selatan/>

Nuraeni, Nuraeni (2015) *Integrasi Syariat Islam Terhadap Tradisi Pernikahan Masyarakat di Desa Bontosunggu Kec. Bontonompo Selatan Kab. Gowa*. Makassar, Indonesia: UIN Makassar

Perron, B. & Wolf, M. J. P. (2013). *The Video Game Theory Reader 2*. New York, USA: Taylor & Francis Book, Inc.

Poplawska, M. (2011). Christianity and Inculturated Music in Indonesia. *Southeast Review of Asian Studies*, 33, 186-198. North Carolina: USA. Retrieved from

http://www.uky.edu/Centers/Asia/SECAAS/Seras/2011/19_Christianity_and_Music_in_Indonesia.pdf

Puspitasari, A. (2011). *Perancangan Buku Pengenalan Alat Musik Tradisional Degung Sunda*. Bandung, Indonesia: Universitas komputer Indonesia.

Razak, A. (1998). *Gandrang Pa'Balle dalam Pesta Upacara Perkawinan di Daerah Kecamatan Somba Opu Kabupaten Gowa Sulawesi Selatan*. Yogyakarta, Indonesia: Institut Seni Indonesia Yogyakarta.

Rizky, R., Wibisono, T. (2012). *Mengenal Seni dan Budaya Indonesia*. Jakarta, Indonesia: Penebar Swadaya Group

Rudden, L. L. O. E. (2013). *Optimization of 3D Game Models*. Flemingsberg, Sweden: Sodertorns Hogskola

Rusman (2012). *Biografi Serang Dakko Sebagai Maestro gendang di Sulawesi Selatan*. Makassar, Indonesia: Universitas Negeri Makassar

Salter, A. (2014). *What is Your Quest? From Adventure Game to Interactive Books*. USA: Iowa Press.

Scholte, J. A. (2001). *Globalization: A Critical Introduction (2nd Ed.)*. New York, USA: PALGRAVE MCMILLAN

Schraffenberger, H. & Heide, E. V. (2014). CITAR Journal. *Everything Augmented: On the Real in Augmented Reality*, 6, 1st ed., 23-24. Retrieved from artes.ucp.pt/citarj/article/download/125/72.

- Setiartin, T. R. (2015). Konferensi Nasional Budaya dan Sastra III. *Pembentukan Mental dan Kepribadian Melalui Budaya Daerah*, 3. Retrieved from <http://s3pbi.fkip.uns.ac.id/wp-content/uploads/2016/01/Titin-Setiartin.pdf>
- Skuse, D. H. (2003). *Child Psychology and Psychiatry: An Introduction*. Oxfordshire, England: The Medicine Publishing Company Limited
- Siagian, E. L. (2002). *GONG*. Indonesia: Lembaga Pendidikan Seni Nusantara
- Sukerta, P. M. (2002). *Gending-gending Gong Gede: Sebuah Analisa Bentuk*. Bali: Direktorat Jendral Kebudayaan
- Sultan, H., Mayasari, K. (2014). Technology and Construction of Toraja Traditional House (Tongkongan). *Electronics journal of Mercubuana University*, 1(1). Retrieved From http://digilib.mercubuana.ac.id/manager/t!@file_artikel_abstrak/Isi_Artikel_593717999548.pdf
- Suwanto, R. (1949). Music of Indonesia. *Smithsonian Ethnic Folkways Library*. Retrieved from media.smithsonianfolkways.org/liner_notes/folkways/FW04406.pdf
- Swadarma, D., Aryanto, A. (2013). *Rumah Etnik Betawi*. Jakarta, Indonesia: Griya Kreasi.
- Tjahjaulan, I & Sabana, S. (2015). Panoramic Virtual Museum: Representation or Simulation. *International Journal of Innovation, Management, and Technology*, 6(1). Retrieved from www.ijimt.org/vol6/571-H028.pdf

Valterri, J. (2014). *Animated Low Poly Character*. Lahti, Finland: Lahti University of Applied Science

Wolf, M. J. P. & Perron, B. (2013) *The Video Game Theory Reader*. New York, USA: Taylor & Francis Book, Inc.

Wyatt, A. (2010). *The Complete Digital Animation Course: The Principles, Practice and Techniques of Successful Digital Animation*. London, United Kingdom: Thames & Hudson

Yuuwono, A. B. (2015). Peran, Fungsi, dan Makna Arsitektur Rumah Lamin Dalam Budaya Adat Suku Dayak di Kutai Barat Kalimantan Timur. *Electronics Journal of Surakarta's Tunas Pembangunan University*, 16(20). Retrieved from ejournal.utp.ac.id › Home › Vol 16, No 20 (2015) › YU UWONO

UMN