# DAFTAR PUSTAKA

Bacher, H. (2012). *Dream Worlds: Production Design for Animation.* CRC Press.

Clum, L. (2013, May 13). *A Look at Flat Design and Why It's Significant.* Retrieved April 2019, from UX MAGAZINE: https://uxmag.com/articles/a-look-at-flat-design-and-why-its-significant

Cudworth, A. L. (2014). *Virtual World Design.* Boca Raton: CRC Press.

Furniss, M. (2009). *Animation: Art and Industry.* California : Indiana University Press.

García, J. J. (2013 ). *Building 3D Models with modo 701.* Birmingham : Packt Publishing Ltd. .

Glarner, H. (2017, Maret 19). *Gandraxa.* Retrieved April 19, 2018, from Isometric Projection: http://www.gandraxa.com/isometric_projection.xml

Gumster, J. v. (2015). *Blender for Dummies 3rd Edition.* New Jersey : John Wiley & Sons, Inc. .

Hooks, R. (2019, February). *Isometric design: everything you need to know about the design trend* . Retrieved April 2019, from 99designs: https://99designs.com/blog/trends/isometric-design-trend/

Jason Lankow, J. R. (2012). *Infographics: The Power of Visual Storytelling.* John Wiley & Sons.

*Kota Bogor dalam Angka 2017.* (2017, Agustus 11). Retrieved Maret 25, 2018, from Badan Pusat Staistik Kota Bogor: bappeda.kotabogor.go.id/images/slidertabs/90f869bc2bc1549f849cef02c06f84cd.pdf

LoBrutto, V. (2002). *The Filmmaker's Guide to Production Design.* Skyhorse Publishing, Inc.

Long, L. M. (2013). *Culinary Tourism.* Kentucky: University Press of Kentucky.

New York Film Academy. (2017, Maret 17). *New York Film Academy : Student Resource.* Retrieved April 20, 2018, from 5 Types Of Animation: Finding Inspiration In All Styles: https://www.nyfa.edu/student-resources/5-types-of-animation-finding-inspiration-in-all-styles/

Patterson, K. (2012). *UNC World View.* Retrieved April 19, 2018, from Seven Environments: http://worldview.unc.edu/files/2012/07/Katy_Patterson_seven-environments1.pdf

Sheryl A. Sorby, A. F. (2003). *Introduction to 3D Spatial Visualization: An Active Approach.* Cengage Learning.

Tim Digital Studio. (2007). *Seri Pelajaran Komputer : Visualisasi 3 Dimensi.* Jakarta: Elex Media Komputindo.

Tommy. (2017, January 23). *3D Flat Design.* Retrieved April 25, 2019, from medium.com: https://medium.com/beast-academy/3d-flat-design-fcd1838863c1

Vries, J. d. (2014). *Shaders.* Retrieved November 18, 2019, from Learn OpenGL: https://learnopengl.com/Getting-started/Shaders

Wells, P. (2013). *Understanding Animation.* New York: Routledge.

*What Is Food Tourism?* . (2018, March 23). Retrieved March 25, 2018, from World Food Travel: https://www.worldfoodtravel.org/cpages/what-is-food-tourism

White, T. (2009). *How to Make Animated Films: Tony White Complete Masterclass on the Traditional Principles of Animation.* Burlington: Focal Press.

Yue, J. (2006). Spatial Visualization by Isometric Drawing. *Session IT 302-031 .*