



### **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

- Adams, Ernest. 2010. *Fundamentals of Game Design 2<sup>nd</sup> Edition*. Berkeley: New Riders.
- Ahearn, Luke. 2008. *3D Game Environment: Create Professional 3D Game Worlds*. Burlington: Elsevier, Inc.
- Ahearn, Luke. 2009. *3D Game Textures: Create Professional Game Art Using Photoshop*. Burlington: Elsevier, Inc.
- Alexander, Rob. 2011. *How to Draw and Paint, Fantasy Architecture*. New York: Barron's Educational Series, Inc.
- Bartle, Richard. A. 2004. *Designing Virtual World*. The United States of America: New Riders Publishing.
- Bates, Bob. 2004. *Game Design: Second Edition*. Boston: Thomson Course Technology.
- Bousquet, Michele. 2008. *How to Cheat in 3ds Max 2009*. Burlington: Elsevier, Inc.
- Castillo, Travis dan Jeannie Novak. 2008. *Game Development Essentials: Game Level Design*. Clifton Park: Delmar Cengage Learning.
- Clinton, Yancey. 2008. *Game Chracter Modeling and Animation with 3Ds Max*. Burlington: Elsevier, Inc.

Crawford, Chris. 1984. *The Art of Computer Game Design*. Berkeley: Mc Graw-Hill/ Osbourne Media.

Demers, Owen. 2002. *Digital Texturing and Painting*. The United States of America: New Riders Publishing.

Feil, John dan Marc Scattergood. 2005. *Beginning Game Level Design*. Boston: Thomson Course of Technology PTR

Flaxman, Tereza. 2008. *Maya 2008: Character Modeling and Animation*. Boston: Course Technology , a division of Thomson Learning.

Franson, David. 2004. *The Darkside of Game Texturing*. Boston: Thomson Course of Technology PTR

Gahan, Andrew. 2011. *3Ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment Modeling, Volume 1*. Wyman Street, Waltham: Elsevier. Inc.

Gantzlerr, Todd. 2005. *Game Development Essensials: Video Game Art*. Clifton Park: Delmar Learning.

Gauthier, Jean- Marc. 2005. *Building Interactive World in 3D: Virtual Sets and Pre-Visualization for Games, Film, and Web*. Burlington: Focal Press.

Hidayat, Wicaksono Surya. 2012. Saatnya Developer Game Indonesia Mencuri Start. *Tekno Kompas*. Diambil dari <http://tekno.kompas.com/read/2012/05/28/14464935>

Hofer, Markus. 2006. *Game Asset Creation*. diambil dari  
<http://gameassets.net/thesis/>

Morris, Dave dan Leo Hartas. 2004. *The Art of Game Worlds*. West Street: The  
Ilex Press limited.

Russo, Mario. 2006. *Polygonal Modeling: Basic and Advanced Techniques*.  
Sudbury: Wordware Publishing, Inc.

Saulter, Joseph. 2007. *Introduction to Video Game Design and Development*. New  
York: Mc- Graw Hill- Irwin

Yanes, Magali Delgado dan Ernest Redondo Dominquez. 2005. *Freehand  
Drawing for Architects and Interior Designers*. New York: W & W Norton  
Company.

UMMN