



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, 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

- Ahern, L. (2009). *3D Game Texture*. USA: Focal Press.
- Anonim (Kamus Bahasa Indonesia Online), diambil pada 12 Oktober 2012,
<http://kamusbahasaindonesia.org/permainan#ixzz288hOaf4M>
- Bach, M. (18/02/2004). *100 Visual Phenomena & Optical Illusion* . Dari:
<http://www.michaelbach.de/ot/>
- Bates, B. (2004). *Game design*, Second Edition. USA: Thomson Course Technology PTR.
- Beck,J., & Wade,M. (2004). *Got Game*.Boston: Harvard Business School Press.
- Chevreul,M. (1839). *The Law of Simultaneous Color Contrast*.
- Crawford, C. (1982). *On Game Design*. USA: New Riders Publishing.
- Demers, O. (2002). *Digital Texturing and Painting*. USA:New Riders.
- Duggan, M. (2007). *3D Game Studio*. USA: Thomson Course Technology.
- Dyke, J., (2006). *The Textbook of The History of Painting*.
- Fraser, A. & Banks, T. (2004). *Designer's Color Manual*. USA: Chronicle Books LLC.
- Gerhard, M & Harper, J., (2010). *Mastering Autodesk 3ds Max Design 2011*. Canada: Wiley Publishing, Inc.
- Goethe, J., (1810). *Theory of Colour*. Dover Pubcation.
- Murdock, K., (2011). *3ds Max 2012*. Canada: John Wiley & Sons,Inc.
- Rabin, S. (2005). *Introduction to Game* (Placeholder1)Smith, A., (1997).
- Ryan, I., (2012). *Star Wars: The Old Republic:Encyclopedia..* UK: DK Publishing

Smith, A.R. (30/05/1997). Digital Paint System: Historical Review Dari:
http://alvyray.com/Memos/CG/Microsoft/14_paint.pdf

Morris, C. (05/07/2006). Nitendo's Wii May Get Early Launch Dari:
http://money.cnn.com/2006/07/05/commentary/column_gaming



UMN