



### **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

- Anditya, ST. *Desain 3D Minimalis dengan Archicad 10*. (2008). PT Elex Media Komputindo: Jakarta.
- Bousquete, Michele. *How to Cheat in 3dsMax*. (2009). Canada : Focal Press.
- Brooker, Daren. *Essential CG Lighting Techniques 3<sup>rd</sup> Edition*. (2008). USA : Elsevier
- Daniele, Todd. *Poly-Modeling with 3ds Max: Thinking Outside of the Box*. (2009)
- Gorden, Jonny. *Lightwave 3D [8] Cartoon Character Creation: Modeling and Texturing*. (2004). Texas: Wordware Publishing Inc. Legrenzi, Francesco. *V-ray the Complete Guide: Second edition*. (2010).
- Mahanani, A Fauzan. ( Selasa 5 Maret 2013). Lighting/ Pencerayaan 3dsmax. Diakses dari <http://www.mahanani.web.id/2013/03/lightingpencerayaan-3d-max.html> pada 12 Mei 2013.
- McCarthy, Bob. *Sound systems: Design and Optimization: Modern Techniques and Tools for Sound system Design and Alignment*. (2007). USA : Elsevier
- Norman I. Badler dan Andrew S. Glassner dalam materi presentasinya yaitu 3D Object Modeling, (2004).
- Paquette, Andrew. *Computer Graphics For Artists II*. (2009). London: Springer.
- Russo, Mario. *Polygonal Modeling: Basic and Advanced Technique*. (2006).
- Summers, Denis. *Texturing : Concept and Techniques*. (2004). Hingham: Charles River Media.
- Suyanto, M. *Analisis dan Desain Aplikasi Multimedia untuk Pemasaran*. (2004). Yogyakarta: Andi Offset.
- Thorn, Alan. *Game Development Principles*. Cengage Learning PTR. (2013). Boston: Cengage Learning.
- Warner, Steve. Kevin Phillips. *Essential Lightwave: The Fastest and Easiest Way to Master Lightwave 3D*. (2007). Texas: Wordware Publishing Inc.
- Wyatt, Alan. *3D Games: Real-Time Rendering and Software Technology, Volume 1* (2001). England: ACM Press.
- [http://www.dmmultimedia.com/schnorb\\_lighting/max9\\_paint\\_004.jpg](http://www.dmmultimedia.com/schnorb_lighting/max9_paint_004.jpg)
- <http://cienel.net/images/tutorial-images/44/28.jpg>

<http://www.webdesign.org/3d-graphics/tutorials/modeling-an-eye.3365.html>

<http://www.3dworld-wide.com/3ds-max-create-circular-holes-in-square-objects.html>

[http://www.toppifyfly.com/index.php?option=com\\_content&view=article&id=5:furniture-modeling-in-3ds-max&catid=34:tutorials&Itemid=54](http://www.toppifyfly.com/index.php?option=com_content&view=article&id=5:furniture-modeling-in-3ds-max&catid=34:tutorials&Itemid=54)

<http://www.scriptspot.com/3ds-max/scripts/select-vertex-cross-section>



UMN