



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:

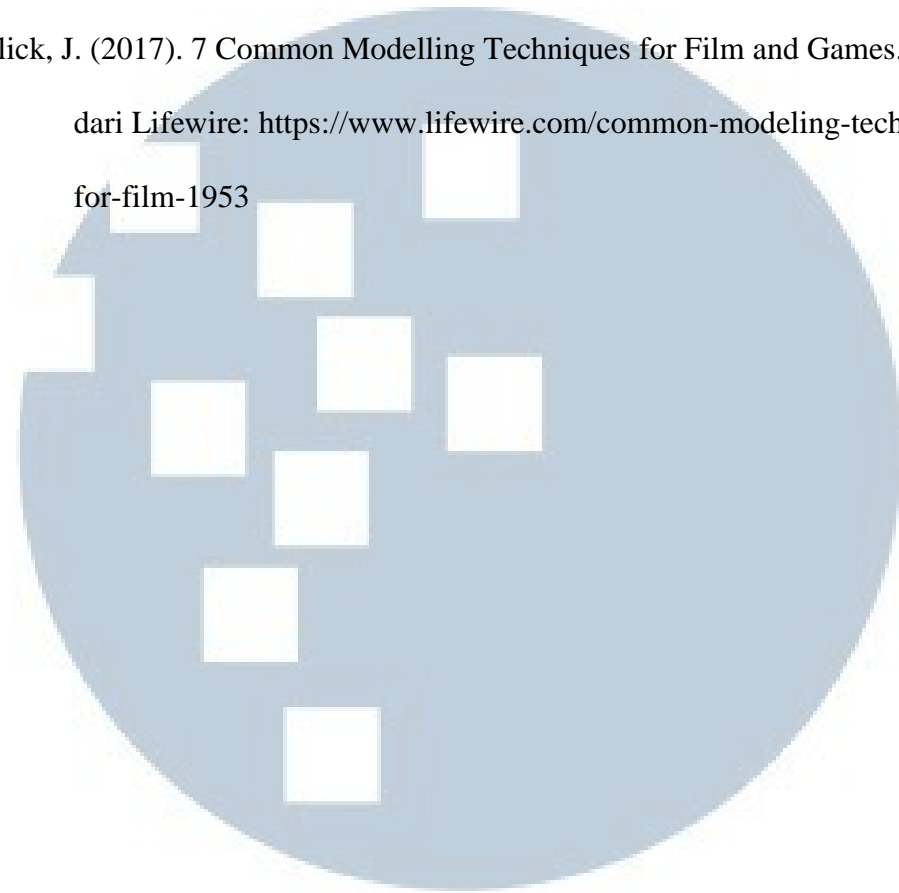
This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

- Ackerman, J. S., Collins, P., Gowans, A., & Scruton, R. (2017). *Architecture*.
Diakses pada 16 Januari 2018 dari:
<https://www.britannica.com/topic/architecture>
- Adams, E. (2010). *Fundamentals of Game Design*. (2nd ed.). Berkeley, CA:
Pearson Education, Inc.
- Ahearn, L. (2008). *3D Game Environments: Create Professional 3D Game
Worlds*. Burlington, MA: Elsevier, Inc.
- Arrafiani. (2012). *Rumah Etnik Bali*. Mekarsari, Cimanggis, Depok: Griya Kreasi.
- Bates, B. (2004). *Game Design* (2nd ed.). Boston, MA: Thompson Course
Technology PTR.
- Braithwaite, B., & Schreiber, I. (2009). *Challenges for Game Designers*. Boston,
MA: Course Technology.
- Cho, H., Donovan, A., Lee, J.H, Magnifico, C., Perti, A., & Pittman, K. (2014).
*UW/SIMM Video Game Metadata Schema: Controlled Vocabulary for
Visual Style*. Versi 1.5. Diunduh dari:
http://gamer.ischool.uw.edu/official_release/
- Dawson, M. (2005). *Beginning Game Level Design*. Boston, MA: Thompson
Course Technology PTR.
- Demers, O. (2002). *Digital Texture and Painting*. USA: New Riders Publishing.
- Gahan, A. (2012). *3ds Max Modelling for Games: Insider's Guide to Stylized
Modelling*. Volume 2. Waltham, MA: Elsevier, Inc.

- Keo, M. (2017). *Graphical Styles in Video Game*. (Bachelor's Thesis HAMK Riihimäki, Information and Communication Technology). Diunduh dari https://www.theseus.fi/bitstream/handle/10024/133067/Keo_Mary.pdf?sequence=1
- Le Corbusier. (2007). *Toward an Architecture*. Los Angeles, USA: Getty Research Insitture.
- Lee, J. H., Perti, A., Cho, H., et al. (2014). *UW/SIMM Video Game Metadata Schema: Controlled Vocabulary for Visual Style*. Versi 1.5. Diunduh dari: http://gamer.ischool.uw.edu/official_release/
- Maria, S. & Wayan Rupa, I. (2007). *Desa Adat Tenganan Pegringsingan Kabupaten Karangasem Propinsi Bali*. Diakses dari <https://play.google.com/books/reader?id=QYS2CgAAQBAJ&pg=GBS.PP>
- 1
- Neal, A. (2010). *Types of Environment*. Diakses pada 12 Oktober 2017 dari Bukisa: http://bukisa.com/articles/255515_types-of-environment
- Novak, J. & Castillo, T. (2008). *Game Development Essentials: Game Level Design*. Clifton, NY: Delmar.
- Novak, J. (2012). *Game Development Essentials: An Introduction*. (3rd ed.). Clifton Park, NY: Delmar.
- Oxland, K. (2004). *Gameplay and Design*. Essex, England: Pearson Education Limited.
- Schell, J. (2015). *The Art of Game Design A Book of Lenses*. (2nd ed.). Pennsylvania, USA: Taylor & Francis Group, LLC.

Slick, J. (2017). 7 Common Modelling Techniques for Film and Games. Diakses dari Lifewire: <https://www.lifewire.com/common-modeling-techniques-for-film-1953>



UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA