

DAFTAR PUSTAKA

- [1] I. Skinner, Basic Surgical Skills Manual, Sydney: McGraw-Hills Companies, 2000.
- [2] R. S. Pressman, Software Engineering, Ann Arbor: Mc Grow Hill, 2015.
- [3] Apprentice Doctor, How to Stich Up Wounds, Buffalo: The Apprentice Doctor, 2007.
- [4] I. Binanto, "Multimedia Digital-Dasar Teori dan Pengembangannya," Yogyakarta, ANDI, 2010.
- [5] J. Burch, System, Analysis, Design, and Implementation, Wright: Boyd and Fraser Publishing, 1992.
- [6] T. Wahana Komputer, "Mudah Membuat Game 3D menggunakan Unity," 1994.
- [7] J. E. Reiten, 3D modelling using Leap Motion, Trondheim: Rune Sætre, IDI, 2014.
- [8] S. Setiawan, Simulasi Teknik Pemrograman dan Metode Analisis, Yogyakarta: Andi Offset, 1991.
- [9] F. C. F. Telma and M. Flerackers, MakeHuman: A manual, 2011.
- [10] UKM- UNPAD PROGRAM, Skill's Lab Manual Dermatomusculo Skeletal System, Bandung: Universitas Padjajaran, 2014-2015.
- [11] P. R. S., Software Engineering, Ann Arbor: Mc Grow Hil, 2015.
- [12] The Apprentice Doctor, How To Stitch-Up Wounds, Kenmore Avenue Buffalo: The Apprentice Corporation, 2007.
- [13] Yakub, "Flowchart," in *Pengantar Sistem Informasi*, Yogyakarta, GRAHA ILMU, 2012.