6. Referensi

[1] X. Bai, L.J. Latecki, “Path Similarity Skeleton Graph Matching,” IEEE Transaction on Pattern Analysis and Machine Intelligence, 2008.

[2] Zhang, Wang, “A Modified Parallel Thinning Algorithm,” College of Computer Sience Northeastern University Boston.

[3] Fil Hunter, Steven Biver, and Paul Fuqua,. USA: Focal Press, 2007.

[4] Andang Gumilang, "Deteksi Wajah Dengan Menggunakan Algoritman Smallest Univalue Segment Assimilating Nucleus (SUSAN)," Institut Teknologi Telkom, Bandung , Tugas Akhir 2011.

[5] N Rasiwasia, "Color Space for Skin Detection - A Review," University of Trento, Trento, TN, 2008.

[6] Kurnia Wahyu Adi, "Hand Tracking pada Citra Video Menggunakan Algoritma Camshift, Studi Kasus : Virtual Mouse". Institut Teknologi Telkom, Bandung, 2009.

[7] Rizky Ario Nugroho, “Multi Blob Tracking pada Citra Video Menggunakan Kalman Filter”. Institut Teknologi Telkom, Bandung, 2010.

[8] Septioadi Anggara Putra, “Hand Tracking dengan Menggunakan Metode CAMShift dan Kalman Filter Pada Augmented Reality”. Institut Teknologi Telkom, Bandung, 2012.

[9] Shulha Yahya U. “Deteksi dan Klasifikasi Isyarat Tangan Menjadi Remote Control Komputer dengan Metode Haar Cascade dan Contour Flexibility”. Institut Teknologi Telkom, Bandung, 2012.

[10] Alan, M. McIvor " Background Subtraction Techniques" Remuera, Auckland, New Zealand.

[11] Massimo Piccardi, Background Subtraction Technique. University of Technology, Sydney, 2004.

[12] Walesa Danto, "Analisis Metode Occlusion Based pada Augmented Reality, Studi Kasus : Interaksi dengan Objek Virtual Secara Real Time menggunakan Gerakan Tangan", Bandung, Institut Teknologi Telkom.

[13] Wulandari, "Deteksi Wajah menggunakan Algoritma Viola-Jones," http://purpalacious.arieflatu.net/2010/03/deteksi-wajah-menggunakan-algoritma-viola-jones/, 2012.

[14] W.-P. Choi, K.-M. Lam, and W.-C. Siu, “Extraction of the Euclidean Skeleton Based on a Connectivity Criterion,” Pattern Recognition, vol. 36, no. 3, pp. 721-729, 2003.

[15] R.L. Ogniewicz and O. Ku¨ bler, “Hierarchic Voronoi Skeletons,” Pattern Recognition, vol. 28, no. 3, pp. 343-359, 1995.

[16] X. Bai, L.J. Latecki, and W.-Y. Liu, “Skeleton Pruning by Contour Partitioning with Discrete Curve Evolution,” IEEE Trans. Pattern Analysis and Machine Intelligence, vol. 29, no. 3, pp. 449-462, Mar. 2007.

[17] X. Bai, L.J. Latecki, and W.-Y. Liu, “Skeleton Pruning by Contour Partitioning,” Proc. Int’l Conf. Discrete Geometry for Computer Imagery, pp. 567-579, 2006.

[18] Margaretta, Dr. Dewi Agushinta R, Skom., MSc, “Skeleton Image Segmentation Based on Gait Video Using Thinning Algorithm”. Gunadarma University, Depok, 2010.

[19] Fitra Bayu Adinugraha, "Penerapan Algoritma Hidden Markov Model dengan Klasifikasi Support Vektor Machine untuk Mendeteksi Gerakan Tangan." IT Telkom, Bandung, 2011.
[20] Lei He, Chia Y. Han, William G. Wee, "Object Recognition and Recovery by Skeleton Graph Matching", Armstrong Atlantic State University, 2006.
[21] Wei Chen, Lichun Sui, "Improved Zhang-Suen Thinning Algorithm in Binary Line Drawing Applications," College of Geology Engineering and Geomatics, ChangAn University, Xi'an, China, 2012.
[22] Khrisna, C.M. and Kang G. Shin, "Real-Time Systems", McGraw-Hill Companies Inc., USA, 1997.