

## DAFTAR PUSTAKA

- [1] Miftakhuli, A. (2017). Pembuatan Film Animasi 2D Kebudayaan Sekaten Solo Bagian Sejarah Babak II. *Jurnal Universitas Sebelas Maret*.
- [2] Safira, L. (2017). Film Animasi Pendek 2d Cerita Rakyat Solo Raya Studi Kasus Joko Budug Bagian Babak I, III, V Dan VII. *Thesis Universitas Sebelas Maret*.
- [3] Nuriman, D., & Prasetyo, D. Y. (2017). Iklan Media Pomosi UNISI Berbasis Animasi 2 Dimensi. *Jurnal SISTEMASI*.
- [4] Suyanto, W. P., & Sofyan, A. F. (2017). Perbandingan Metode Frame By Frame Dan Expression Dalam Membuat Animasi Dua Dimensi . *Jurnal SISTEMASI*.
- [5] Irfan, i. A. (2017). Kajian Adaptasi Dongeng Tradisional Dalam Film Animasi Timun Mas Produksi Studio Kasatmata Jogjakarta . *Isi-ska.ac.id institue Indonesia*.
- [6] Lau, M. I., Dzikri, A., & Prasetyanigsih, S. (2016). Implementasi Teknik Rigging Pada Film Animasi 2 Dimensi “Gadis Sapu Lidi. *Jurnal Simetris*.
- [7] Pamujianto, S., (2018). Teknik Hand Tracking Menggunakan Metode Inverse Kinematics Pada Pembuatan Animasi 3d. *Journal of Information Technology and Computer Science*.
- [8] Purwaningsih, D. A. (2017). Optimizing 2D Animation Production Time in Creating Traditional Watercolor Looks by Integrating Traditional and Digital Media. *Journal of Asia Dogotal Art & Design*.
- [9] Xiao, L. (2013). Animation Trends in Education. *International Journal of Information and Education Technology*.
- [10] Islam, B., & dkk. (2014). Child Education Through Animation : An Experimental Study. *International Journal of Computer Graphics & Animation (IJCGA)*.
- [11] Huk, T., Stienkie., & C. Floto. (2003). Computer Animations as Learning Objects : What is an Efficient Instructional, Design, And For Whom? *IADIS International Conference, Germany*.
- [12] Morisson, J. B., & dkk. (2000). Animation : Does it Facilitate Learning? *AAAI Technical Report, France*.
- [13] Shreesha, M., & Tyagi, S. K. (2016). Does Animation Facilitate Better Learning in Primary Education? A Comparative Study of Three Different Subjects. *Scientific Research Publishing Inc Oman*.
- [14] Barak, M., Askhar, T., & Y.J.Dori. (2010). Teaching Science via Animated Movies: Its Effect on Students' Learning Outcomes and Motivation. *The Departement of Education on Students and Science Technion- Israel Institute of Technology*.

- [15] Koroghanian, C., & Klein, J. (2004). The Effect of Audio and Animation in Multimedia Instruction. *Journal of Educational Multimedia and Hypermedia*.
- [16] B, I., A, A., K, I., & dkk. (n.d.). Child Education Through Animation : An Experimental Study. *International Journal of Computer Graphics & Animation (IJGA)*.
- [17] Hilliges, Otmar., & dkk. (2012). Augmented Reality With Direct User Interaction. *United States Patent*
- [18] Chen, Xiaojun., & dkk. (2015). Development of a surgical navigation system based on augmented reality using an optical see-through head-mounted display. *Journal of Biomedical Informatic*.
- [19] Azuma.T. (2017). Making Augmented Reality a Reality. *Intel Labs, 2200 Mission College Blvd., Santa Clara, CA 95054*
- [20] Arth, Clemens., (2015). The History of Mobile Augmented Reality. *Inst. for Computer Graphics and Vision Graz University of Technology, Austria*.
- [21] Carmigniani, Julie., & Fruht, Borko. (2014) Augmented Reality: An Overview.
- [22] Bacca, Jorge., & dkk. (2014). Augmented Reality Trends in Education: A Systematic Review of Research and Applications. *Educational Technology & Society*.
- [23] Katiyar, Anuroop., & dkk. (2015). Marker Based Augmented Reality. *Advances in Computer Science and Information Technology (ACSIT)*