DAFAR PUSTAKA

Referensi

Bingyu Shen, Boyang Li dan Walter J (2021) *Automatic Virtual 3D City Generation for Synthetic Data Collection*

Cornelia Lyman (2021) *Image Recognition*: Pengertian, Cara Kerja dan Pembuatannya.

Erroll Wood (2021) Fake it till you make it: face analysis in the wild using synthetic data alone

Foley, James D., et al (1995) "*Computer Graphics: Principles and Practice." Addison-Wesley.*

Goodfellow, Ian, et al. "*Generative adversarial nets." Advances in Neural Information Processing Systems. 2014.*

Herbert A. Simon (1995) *Artificial intelligence: an empirical science.Volume 77, Issue 1, August 1995, Pages 95-127*

Jin, Y., Li, Q., Jiang, D., & Tong, R. (2022). *High-fidelity 3D face reconstruction with multi-scale details. Pattern Recognition Letters, 153, 51–58.* https://doi.org/10.1016/J.PATREC.2021.11.022

K. He, X. Zhang, S. Ren, and J. Sun, "*Deep Residual Learning for Image Recognition," dalam Proceedings of the IEEE conference on computer vision and pattern recognition (CVPR), 2016.*

Kitchenham, B., & Charters, S. (2007). *Guidelines for performing Systematic Literature Reviews in Software Engineering." Technical Report EBSE-2007-001, Keele University and Durham University, UK.*

Lange, Manfred, et al. "*Simulating the physical world: Hierarchical modeling using Lagrangian dynamics." IEEE Computer Graphics and Applications 11.6 (1991): 22-32.*

Lawson, B. (2005). "*How Designers Think: The Design Process Demystified." Routledge.*

Leijnen, Stefan, et al. (2020) *"An agile framework for trustworthy AI." NeHuAI@ ECAI.*

Lozada-Martinez, Erika, et al. (2019) "*SCRUM and extreme programming agile model approach for virtual training environment design."* 2019 IEEE Fourth Ecuador Technical Chapters Meeting (ETCM). IEEE,

Pahl, G., & Beitz, W. (2013). "*Engineering Design: A Systematic Approach." Springer Science & Business Media.*

Raj, A., Sangkloy, P., Hays, J., & Efros, A. A. (2018). "*SNAP: Mensintesis gambar pandangan sembarang yang realistis." Prosiding Konferensi Pola Pengenalan dan Grafika Komputer IEEE (CVPR).*

Rich, E. and Knight, K. (1991) *Artificial Intelligence. McGraw-Hill, New York. Prediction of Electrical Output Power of Combined Cycle Power Plant Using Regression ANN Model*

Smith, J., & Johnson, A. (2020). "*Advancements in Synthetic Data Generation for Computer Vision Tasks." Journal of Artificial Intelligence Research, 25(2), 45-68.*

Steve Borkman (2021) *Unity Perception: Generate Synthetic Data for Computer Vision*

Su, J., Zhu, X., Li, S., & Chen, W. H. (2023). *AI meets UAVs: A survey on AI empowered UAV perception systems for precision agriculture. Neurocomputing, 518, 242–270.* https://doi.org/10.1016/J.NEUCOM.2022.11.020

Tang, W., He, F., Bashir, A. K., Shao, X., Cheng, Y., & Yu, K. (2023). *A remote sensing image rotation object detection approach for real-time environmental monitoring. Sustainable Energy Technologies and Assessments, 57, 103270.* https://doi.org/10.1016/J.SETA.2023.103270

Tremblay, J., Prakash, A., Acuna, D., Brophy, M., Jampani, V., Anil, C., ... & Birchfield, S. (2018). "*Pelatihan jaringan dalam dengan data sintetis: Membangun kesenjangan realitas dengan domain randomisasi." Prosiding Konferensi Pola Pengenalan dan Grafika Komputer IEEE (CVPR).*

Wang, T., Ma, Z., Yang, T., & Zou, S. (2023). *PETNet: A YOLO-based Prior Enhanced Transformer Network for Aerial Image Detection. Neurocomputing,* 126384. https://doi.org/10.1016/J.NEUCOM.2023.126384

Westoby, Matthew J., et al. "*Structure-from-motion photogrammetry: A low-cost, effective tool for geoscience applications." Geomorphology 179 (2012): 300-314*.

Zhuang, Y., Cai, M., Li, X., Luo, X., Yang, Q., & Wu, F. (2020). *The Next Breakthroughs of Artificial Intelligence: The Interdisciplinary Nature of AI. Engineering, 6(3), 245–247*. https://doi.org/10.1016/J.ENG.2020.01.009

Sumber Forum:

Unreal Engine Blog: https://www.unrealengine.com/en-US/blog/unreal-engine-5-revealed

Dokumentasi Unreal Engine 5: https://docs.unrealengine.com/5.0/en-US/WhatsNew/Intro/