DAFTAR PUSTAKA

[1] Heriady, 2007, *Pemrograman Grafik 3D Mengunakan C dan OpenGL :Graha Ilmu* ,Yogyakarta.

[2] Ahmad, Usman, 2005, *Pengolahan Citra Digital & Teknik Pemrogramannya*, Graha Ilmu, Yogyakarta.

[3] Universitas Bina Nusantara, 2005, *Pengenalan Sistem Visi Komputer*, Computer Vision, Page 3-5.

[4] Hendratman, Hendi, 2007, *The Magic Of 3D Studio Max*, Informatika, Bandung.

[5] Nugroho, Adi, 2005, *Rational Rose Untuk Pemodelan Berorientasi Objek*, Informatika Bandung, Bandung.

[6] Richard, Duda, 1971, *Use Of The Hough Transfomation To Detect Lines And Curves In Pictures*, Page 4.

[7] Bimber Oliver and Ras Ramesh, 2005, *Spatial Augmented Reality*.

[8] Wolfgang Halh, 2009, *Interactive Environments with Open-Source Software.*

[9] Yeni, 2004, *Hough Transform*, page 1-2.

[10] http://id.wikipedia.org/wiki/Bumi

[11] http://id.wikipedia.org/wiki/Tata surya

[12] http://id.wikipedia.org/wiki/Webcam