DAFTAR PUSTAKA

[1] I. Binanto, "Tinjauan Metode Pengembangan Perangkat Lunak Multimedia Yang Sesuai Untuk Mahasiswa Tugas Akhir," *ResearchGate*, p. 8, 2015.

[2] B. Priyopradono dan F. A. Perdana, "Web3D Publishing Interior Design and Residential Collection based on WebGL Technology," *International Journal of Computer Applications,* vol. 64, no. 1, p. 14, 2013.

[3] L. &. Robin, *Menguasai Pembuatan animasi dengan Macromedia Flash*, Jakarta: Elek Media Komputindo, 2001.

[4] A. H. Sutopo, *Multimedia Interaktif Dengan Flash*, Yogyakarta: Graha Ilmu, 2004.

[5] A. Kadir, *Konsep dan Tuntunan Praktis Basis Data*, Yogyakarta: ANDI OFFSET, 1999.

[6] R. A.S. dan M. Shalahuddin, Rekayasa Perangkat Lunak (Terstruktur dan Berorientasi Objek), Bandung: Informatika, 2016.

[7] K. E. Kendall dan J. E. Kendall, *System Analysis And Design*, New Jersey: Pearson, 2011.

[8] G. J. Myers, *The Art Of Software Testing, Second Edition*, New Jersey: John Wiley & Sons, Inc, 2004.

[9] D. L. Williams, *A (Partial) Introduction to Software Engineering Practices and Methods*, North Carolina: North Carolina State University, 2011.

[10] P. D. Sugiyono, *Statistika Untuk Penelitian*, Bandung: ALAFABETA, 2010.

[11] P. D. Sugiyono, Metode Penelitian Kuantitatif, Kualitatif dan R & D, Bandung: ALFABETA, 2010.

[12] MADCOMS, *Kupas Tuntas Adobe Illustrator CS6*, Yogyakarta: Andi, 2013.

[13] Blender, "About Blender," Blender Foundation, [Daring]. Tersedia pada:

https://www.blender.org/. [Diakses 27 Oktober 2017].

[14] K. Group, “glTF Runtime 3D Asset Delivery,” Github, [Daring]. Tersedia pada:https://github.com/KhronosGroup/glTF/blob/master/specification/2.0/README.md. [Diakses 22 Februari 2018].

[15] T. Haryanto, “Mengenal Three.js Library Javascript Untuk Membuat Objek 3D Pada Browser,” CodePolitan, 11 02 2016. [Daring]. Tersedia pada: https://www.codepolitan.com/mengenal-three-js-library-javascript-untuk-membuat-objek-3d-pada-browser. [Diakses 07 Oktober 2017].

[16] F. D. Noviandha, “Mengengal Slim Framework,” CodePolitan, 15 02 2017. [Daring]. Tersedia pada: https://www.codepolitan.com/mengenal-slim-framework-589f4003286cb. [Diakses 17 Oktober 2017].

[17] GTmetrix, “Analyze your site’s speed and make it faster,” GT.net, [Daring]. Tersedia pada: https://gtmetrix.com/. [Diakses 22 Februari 2018].

[18] M. Muslihudin dan O. , Analisis dan Perancangan Sistem Informasi Menggunakan Model Terstruktur dan UML, Yogyakarta: ANDI, 2016.

[19] A. Keshavan, A. Klein dan B. Cipollini, “Interactive Online Brain Shape Visualization,” *Research Ideas And Outcomes,* vol. 3, no. e12358, p. 4, 2017.

[20] M. Shi, J. Gao dan M. Q. Zhang, “Web3DMol: interactive protein structure visualization based on WebGL,” *Nucleic Acids Research,* vol. 45, no. 17, p. 5, 2017.

[21] T. Dorsey, *Web Page Size, Speed, and Performance,* Canada: O'Reilly Meida, Inc, 2014.