

## Daftar Pustaka

- [1] Al Fatah, Muhamad Ath Thariq. (2014). Deteksi *Marker* Menggunakan Metode Martin Hirzer Untuk Aplikasi *Augmented reality*. Bandung, Universitas Telkom.
- [2] Ibañez, Alexandro Simonetti.(2013).Vuforia v1.5 SDK: Analysis and evaluation of capabilities. Science in Telecommunication Engineering & Management
- [3] Azuma, Ronald; Baillot, Yohan; Behringer, Reinhold; Feiner, Steven; Julier, Simon; MacIntyre, Blair (2001), "Recent Advances in *Augmented reality*", IEEE Computer Graphics and Applications, IEEE.
- [4] Malik, Reza Firsandaya. (2013). Perpaduan Teknik Pemetaan Pikiran dengan Aplikasi *Augmented reality* Berbasis *Marker* Tracking untuk Media Pembelajaran. Malang, Universitas Sriwijaya.
- [5] Uijtdewilligen,F. 2010. A Framework for Context-Aware Applications Using *Augmented reality*: A Train Station Navigation Proof-of-Concept on Google Android. Faculty of EEMCS, University of Twente.
- [6] Smits, Brian. (2014). Realistic Image Synthesis. United State of America, University Of Utah.
- [7] Nóll, Tobias; Pagani, Alain; Stricker, Didier. (2010) *Markerless* Camera Pose Estimation – An Overview. German, Department Of Augmented Vision, German Research Center For Artificial Intelligence GmbH
- [8] Ajipramuditya, Angga Teguh. (2013). Analisis Implementasi Perbandingan Performansi SDK *Augmented reality* Vuforia dan IN2AR pada aplikasi Mobile Advertising. Bandung, Universitas Telkom
- [9] Szeliski, Richard.(2010). Computer Vision Algorithm and Applications
- [10] Sundareswaran, V.; Wang, Kenneth; Chen, Steven; Behringer, Reinhold; McGee, Joshua; Tam, Clement; Zahorik, Pavel (2003), "3D Audio Augmented Reality: Implementation and Experiments", Proceedings of the Second IEEE and ACM International Symposium on Mixed and Augmented Reality, IEEE

- [11] Nurullah, Muhammad. 2014. Studi Perbandingan Deteksi Tepi (Edge Detection) Citra Jpeg dengan Operator Sobel dan Operator Canny Menggunakan Software Matlab
- [12] Lijun Ding, A. G. (2001). On the Canny edge detector. *Pattern Recognition*, 721-745.
- [13] Tabloid Pulsa. (2016, 9 februari). Apa sih bedanya smartphone low end dan high end?. Diakses pada 7 April 2016, dari <https://www.tabloidpulsa.co.id/blog/24351-apa-sih-bedanya-smartphone-low-end-dan-high-end>
- [14] Ahmad, Usman. 2005. *Pengolahan Citra Digital dan Teknik pemrogramannya*. Yogyakarta: Graha Ilmu.
- [15] Munir, Rinaldi. 2004. *Pengolahan Citra Digital dengan Pendekatan Algoritmik*. Bandung
- [16] Kadir, Abdul; Susanto, Adhi. 2013. *Teori dan Aplikasi Pengolahan Citra*.
- [17] G. Vozikis; J.Jansa. 2008. Advantages and disadvantages of the hough transformation in the frame of automated building extraction