

DAFTAR PUSTAKA

- Augmented Reality, 2017, “*Augmented Reality*”, <https://www.it-jurnal.com/pengertian-augmented-realityar/>, 9 September 2017 19:30.
- Batik, 2017, “*Batik*”, <http://www.pengertianpakar.com/2015/04/pengertian-batik-dan-jenis-jenis-batik.html>, 9 September 2017 19:19. Fernando Rentor, Mario, 2013, *Rancang Bangun Perangkat Lunak Pengenalan Motif Batik Berbasis Augmented Reality*, e-journal.uajy.ac.id/353/1/0MTF01626.pdf, 11 September 2017 00:27.
- Hardiansyah, Ganjar, 2017, *Aplikasi Pengenalan Batik Jawa Barat Menggunakan Augmented Reality Berbasis Android*, <http://digilib.unikom.ac.id/repo/sector/perpus/view/jbptunikompp-gdl-ganjarhard-36427.html>, 27 Agustus 2017 23:27.
- iOS, 2017, “*iOS*”, <https://sinyaltech.com/cari-tau-apa-itu-ios-pada-iphone/>, 9 September 2017 19:10. Muzamil Latif, Muh, 2014, *Aplikasi Augmented Reality sebagai Media Pengenalan Batik Nusantara Berbasis Android*, eprints.ums.ac.id/32308/1/1%20Halaman%20Depan.pdf, 12 Oktober 2017 19:00.
- Rani Susanti, Iin, *Augmented Reality : Visualisasi Batik 3D Ragam Hias Geometris*, <http://eprints.uny.ac.id/27891/>, 9 September 2017 15:30.
- Roedavan, Rickman, 2016, *Unity Tutorial Game Engine*, Informatika, Yogyakarta

Supriono, Primus, 2016, The Heritage of Batik. Yogyakarta, Andi Yogyakarta

Vuforia SDK, 2017, “*Vuforia SDK*”, <https://teknojurnal.com/vuforia/>, 9
September 2017, 19.45.