

DAFTAR PUSTAKA

- Barnig, M. (2012). 3D character rigging and inverse kinematics.
- Clark, D. (2006). Game and e-learning.
- Follett, C. (2018). Modelling in Adobe Fuse CC.
- Graph, D. (2011). Teori Pengembangan Multimedia Luther.
- Habibie, M. (2012). Unity3D: Cross-Platform Game Engine.
- Herry, I. (2019). Software Design 3D Gratis Yang Digunakan oleh Profesional.
- Jack. (2014). The Survival Clothing Must-Haves: You Need These For Any Disaster.
- Kurniawan, Y. F. (2018). PENGEMBANGAN GAME SIMULASI BERTAHAN HIDUP 3D UNTUK MEMILAH LOGISTIK DI HUTAN KALIMANTAN.
- Limando, I. (2018). *Green Hell: Game yang Ingin Memperlihatkan Betapa Mengerikannya Hutan Amazon.*
- Noviyanti, S. (2009). Pengertian dan Sejarah Animasi Karakter.
- Pomroy, K. (2017). Component of video game design.
- Ruiz, C. (2015). 5 Basic Survival Skills You Need When Bugging Out.
- Sakey, M. (2005). Understanding Character in Video Game.
- Tran, D. Q. (2016). Importance of Video Game Characters.
- Utsav. (2019). Countries with the largest forest area.
- Warrant, M. (2019). 6 Components of Video Game Design.