UNIVERSITAS
GADJAH MADA
Perancangan Digitalisasi Karya Seni Tiga Dimensi Berbasis Web dengan Bantuan 3D Scanner
Ardini Batrisya Harningsih, Ir. I Gusti Bagus Budi Dharma, S.T., M.Eng., Ph.D., IPM., ASEAN Eng.
Universitas Gadjah Mada, 2023 | Diunduh dari http://etd.repository.ugm.ac.id/

DAFTAR PUSTAKA

3D Middle East. (2022). *FARO Design ScanArm 2.5C*. Diakses pada 27 Oktober 2023 dari 3D Middle East: https://www.3d-me.com/faro-design-scanarm-25c

3D Systems. (2015). Geomagic Wrap: 2015. Diakses pada 27 Oktober 2023 dari 3D Systems: https://support.3dsystems.com/s/article/Application-Installers?language=en_US#Wrap

3D Systems. (2020). Should I Work with Ordered or Unordered Points. Diakses pada 27 Oktober 2023 dari 3D Systems: https://support.3dsystems.com/s/article/Should-I-work-with-ordered-or-unordered-points?language=en_US

Andaresta, L. (2023). 7 Karya Seni Instalasi yang Memukau di ARTJOG 2023. Diakses pada 27 Oktober 2023 dari Hype Abis: https://hypeabis.id/read/26807/7-karya-seni-instalasi-yang-memukau-di-artjog-2023.

Bugeja, A., dkk. (2022). 3D Scanning in The Art & Design Industry. *Materials Today: Proceedings, 63*, 718-725.

FARO. (2019). *Technical Specification Sheet for the Design ScanArm 2.5C*. Diakses pada 27 Oktober 2023 dari FARO: https://knowledge.faro.com/

Sugiarto, dkk. (2019). Virtual Gallery as a Media to Stimulate Painting Appreciation in Art Learning. *Journal of Physics: Conference Series*.

Kemenparekraf. (2021). *Infografis Data Statistik Indikator Makro Pariwisata dan Ekonomi Kreatif.* Diakses pada 31 Juli 2023 dari Kementerian Pariwisata dan Ekonomi Kreatif Republik Indonesia: https://kemenparekraf.go.id/

Khoon, L. C. & Ramaiah, C. K. (2014). Design and Development of Web-based Online Exhibitions. *Journal of Library & Information Technology, 34*(2), 97-102.

Liu, D. (2022). Research on The Analysis Method of Digital Media Art Communication Based on 3D Image Recognition. *Displays, 72*.

Maguire, M., & Bevan, N. (2002). User Requirements Analysis. *IFIP World Computer Congress, TC 13, 99*, 133-148.

Malik, U. & Guidi, G. (2018). Massive 3D Digitization of Sculptures: Methodological Approaches for Improving Efficiency. *IOP Conf. Series: Materials Science and Engineering, 364*.

Milosz M., dkk. (2022). Virtual Scientific Expedition for 3D Scanning of Museum Artifacts in The COVID-19 Period – The Methodology and Case Study. *Digital Applications in Archaeology and Cultural Heritage*.

Patrucco, G., dkk. (2023). Digital Replicas of British Museum Artefacts. *The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences*, *48*.

RangeVision. (2023). *RangeVision NEO*. Diakses pada 5 September 2023, dari RangeVision: https://rangevision.com/en/products/neo/

UNIVERSITAS
GADJAH MADA
Perancangan Digitalisasi Karya Seni Tiga Dimensi Berbasis Web dengan Bantuan 3D Scanner
Ardini Batrisya Harningsih, Ir. I Gusti Bagus Budi Dharma, S.T., M.Eng., Ph.D., IPM., ASEAN Eng.
Universitas Gadjah Mada, 2023 | Diunduh dari http://etd.repository.ugm.ac.id/

Sari, N. (2013). Assessing Three-Dimensional Art Objects Quantitative Evaluation of Qualitative Achievements in Art and Design Education. *Journal of Visual Art and Design*, *4(1)*, 21-27.

Tucker, C., dkk. (2014). Open Source 3D Scanning and Printing for Design Capture and Realization. *Conference: ASME 2014 International Design Engineering Technical Conferences and Computers and Information in Engineering Conference*.

Ulrich, K. & Eppinger, S. (2011). Product Design and Development, Fifth Edition. New York: McGraw-Hill.

Urbaneja, M. H. (2019). Online Exhibitions and Online Publications: Interrogating The Typologies of Online Resources in Art Museums. *International Journal for Digital Art History, 4*, 28-45.

Ye, W. & Li, Y. (2022). Design and Research of Digital Media Art Display Based on Virtual Reality and Augmented Reality. *Hindawi Mobile Information Systems, 2022*.

Yosef, G. (2022). *What is 3D Art?* Diakses pada 6 September dari Eden Gallery: https://www.eden-gallery.com/news/what-is-3d-art

Yu B., dkk. (2022). The Validity of Digital Media Communication of Platforms. *Hindawi Mobile Information Systems, 2022*.

Yu, H. (2022). The Definition, Fulfillment and Development of Digital Media. *Advances in Economics, Business and Management Research, 214*, 138-141.

Tóth, T. & Živčák, J. (2014). A Comparison of the Outputs of 3D Scanners. *Procedia engineering, 69(2014)*, 393-401.