



DAFTAR PUSTAKA

- Banfi, F. (2019). HBIM GENERATION: EXTENDING GEOMETRIC PRIMITIVES and BIM MODELLING TOOLS for HERITAGE STRUCTURES and COMPLEX VAULTED SYSTEMS. *International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives*, 42(2/W15), 139–148. <https://doi.org/10.5194/isprs-archives-XLII-2-W15-139-2019>
- Barron, J. T., Mildenhall, B., Tancik, M., Hedman, P., Martin-Brualla, R., & Srinivasan, P. P. (2021). *Mip-NeRF: A Multiscale Representation for Anti-Aliasing Neural Radiance Fields*.
- Condorelli, F., Rinaudo, F., Salvatore, F., & Tagliaventi, S. (2021). A comparison between 3D reconstruction using nerf neural networks and MVS algorithms on cultural heritage images. *International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives*, 43(B2-2021), 565–570. <https://doi.org/10.5194/isprs-archives-XLIII-B2-2021-565-2021>
- Cui, H. (2023). Research on 3D scene graph rendering based on neural radiance fields. *Applied and Computational Engineering*, 16(1), 242–248. <https://doi.org/10.54254/2755-2721/16/20230899>
- Cui, H., Gao, X., Shen, S., & Hu, Z. (2017). HSfM: Hybrid structure-from-motion. *Proceedings - 30th IEEE Conference on Computer Vision and Pattern Recognition, CVPR 2017, 2017-January*, 2393–2402. <https://doi.org/10.1109/CVPR.2017.257>
- Elkhrachy, I. (2022). 3D Structure from 2D Dimensional Images Using Structure from Motion Algorithms. *Sustainability (Switzerland)*, 14(9). <https://doi.org/10.3390/su14095399>
- Ganesh Dnyandev Ghuge. (2023). 3D Modelling: A Review. *International Journal of Advanced Research in Science, Communication and Technology*, 614–623. <https://doi.org/10.48175/ijarsct-14377>
- Gao, K., Gao, Y., He, H., Lu, D., Xu, L., & Li, J. (2022). *NeRF: Neural Radiance Field in 3D Vision, A Comprehensive Review*. <http://arxiv.org/abs/2210.00379>
- Ghilani, C. D. . (2018). *Adjustment computations : spatial data analysis*. John Wiley & Sons.
- Gröger, G., & Plümer, L. (2012). CityGML - Interoperable semantic 3D city models. Dalam *ISPRS Journal of Photogrammetry and Remote Sensing* (Vol. 71, hlm. 12–33). <https://doi.org/10.1016/j.isprsjprs.2012.04.004>
- Hermann, M., Kwak, H., Ruf, B., & Weinmann, M. (2024). Leveraging Neural Radiance Fields for Large-Scale 3D Reconstruction from Aerial Imagery. *Remote Sensing*, 16(24). <https://doi.org/10.3390/rs16244655>
- Kerbl, B., Kopanas, G., Leimkuehler, T., & Drettakis, G. (2023). 3D Gaussian Splatting for Real-Time Radiance Field Rendering. *ACM Transactions on Graphics*, 42(4). <https://doi.org/10.1145/3592433>



- Korycki, A., Josephson, C., & McGuire, S. (2024). *Evaluating geometric accuracy of NeRF reconstructions compared to SLAM method*. <http://arxiv.org/abs/2407.11238>
- Lai, Z., Lian, M., Chen, S., Chen, G., & Lai, X. (2024). Immovable Cultural Relics Preservation Through 3D Reconstruction Using NeRF. *Frontiers in Artificial Intelligence and Applications*, 382, 911–918. <https://doi.org/10.3233/FAIA231391>
- Ma, Y. P. (2021). Extending 3d-gis district models and bim-based building models into computer gaming environment for better workflow of cultural heritage conservation. *Applied Sciences (Switzerland)*, 11(5), 1–23. <https://doi.org/10.3390/app11052101>
- Mildenhall, B., Srinivasan, P. P., Tancik, M., Barron, J. T., Ramamoorthi, R., & Ng, R. (2020). *NeRF: Representing Scenes as Neural Radiance Fields for View Synthesis*. <http://arxiv.org/abs/2003.08934>
- Müller, T., Evans, A., Schied, C., & Keller, A. (2022). Instant neural graphics primitives with a multiresolution hash encoding. *ACM Transactions on Graphics*, 41(4). <https://doi.org/10.1145/3528223.3530127>
- Münster, S., Fabrizio, ·, Apollonio, I., Bluemel, I., Fallavollita, F., Foschi, R., Grellert, M., Marinos, ·, Peter, I. ·, Jahn, H., Kurdiovsky, R., Kuroczyński, P., Lutteroth, J.-E., Messemer, H., & Schelbert, G. (2024). *Synthesis Lectures on Engineers, Technology, & Society Handbook of Digital 3D Reconstruction of Historical Architecture*.
- Nex, F., & Remondino, F. (2014). UAV for 3D mapping applications: A review. Dalam *Applied Geomatics* (Vol. 6, Nomor 1, hlm. 1–15). Springer Verlag. <https://doi.org/10.1007/s12518-013-0120-x>
- Petrovska, I., Jäger, M., Haitz, D., & Jutzi, B. (2023). Geometric Accuracy Analysis Between Neural Radiance Fields (NeRFS) And Terrestrial Laser Scanning (TLS). *International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives*, 48(1/W3-2023), 153–159. <https://doi.org/10.5194/isprs-archives-XLVIII-1-W3-2023-153-2023>
- Qiu, R.-Z., Yang, G., Zeng, W., & Wang, X. (2024). *Feature Splatting: Language-Driven Physics-Based Scene Synthesis and Editing*. <http://arxiv.org/abs/2404.01223>
- Rabby, A. S. A., & Zhang, C. (2023). *BeyondPixels: A Comprehensive Review of the Evolution of Neural Radiance Fields*. <http://arxiv.org/abs/2306.03000>
- Remondino, F. (2011). Heritage recording and 3D modeling with photogrammetry and 3D scanning. *Remote Sensing*, 3(6), 1104–1138. <https://doi.org/10.3390/rs3061104>
- Remondino, F., & El-hakim, S. (2006). Image-based 3D modelling: A review. Dalam *Photogrammetric Record* (Vol. 21, Nomor 115, hlm. 269–291). <https://doi.org/10.1111/j.1477-9730.2006.00383.x>
- Remondino, F., Karami, A., Yan, Z., Mazzacca, G., Rigon, S., & Qin, R. (2023). A Critical Analysis of NeRF-Based 3D Reconstruction. *Remote Sensing*, 15(14). <https://doi.org/10.3390/rs15143585>



- Schonberger, J. L., & Frahm, J. M. (2016). Structure-from-Motion Revisited. *Proceedings of the IEEE Computer Society Conference on Computer Vision and Pattern Recognition, 2016-December*, 4104–4113. <https://doi.org/10.1109/CVPR.2016.445>
- Smith, M. W., Carrivick, J. L., & Quincey, D. J. (2016). Structure from motion photogrammetry in physical geography. *Progress in Physical Geography*, 40(2), 247–275. <https://doi.org/10.1177/0309133315615805>
- Sommer, E., Koehl, M., & Grussenmeyer, P. (2025). Parametric Modelling Techniques for Rhine Castle Models in Blender †. *Heritage*, 8(1). <https://doi.org/10.3390/heritage8010031>
- Tan, Q., Liu, T., Xie, Y., Yu, S., & Zhang, B. (2023). *Enhance-NeRF: Multiple Performance Evaluation for Neural Radiance Fields*. <http://arxiv.org/abs/2306.05303>
- Wang, H., Xu, X., Xu, K., & Lau, R. W. H. (2023). *Lighting up NeRF via Unsupervised Decomposition and Enhancement*. <https://onpdx.github.io/lernerf>
- Wang, J., Dai, W., Ma, K., & Kong, W. (2024). Neural Radiance Fields with Hash-Low-Rank Decomposition. *Applied Sciences (Switzerland)*, 14(23). <https://doi.org/10.3390/app142311277>
- Wang, L., Sun, J., & Wu, Q. (2021). A complete solution of an improved universal 3D coordinate similarity transformation model. *Geodesy and Geodynamics*, 12(2), 125–132. <https://doi.org/10.1016/j.geog.2021.01.001>
- Westoby, M. J., Brasington, J., Glasser, N. F., Hambrey, M. J., & Reynolds, J. M. (2012). “Structure-from-Motion” photogrammetry: A low-cost, effective tool for geoscience applications. *Geomorphology*, 179, 300–314. <https://doi.org/10.1016/j.geomorph.2012.08.021>