



DAFTAR PUSTAKA

- Akenine-Möller T. dan Ström J., 2003, Graphics for the Masses: A Hardware Rasterization Architecture for Mobile Phones, *Proceedings of ACM SIGGRAPH '03*, 3 Juli 2003, 801-808.
- Akenine-Möller T. dan Ström J., 2005, iPACKMAN: High-Quality, Low-Complexity Texture Compression for Mobile Phones, *Proceedings of the ACM SIGGRAPH/EUROGRAPHICS 2005 Conference on Graphics Hardware*, 30 Juli 2005, 63-70.
- Beers, A.C., Agrawala, M. dan Chaddha N., 1996, Rendering from Compressed Textures, *Proceedings of SIGGRAPH '96 Computer Graphics Annual Conference*, Juli 1996, 373-378.
- Brothaler, K., 2013, *OpenGL ES 2 for Android A Quick-Start Guide*, The Pragmatic Bookshelf, Texas.
- Burnette, E., 2010, *Introducing Google's Mobile Development Platform*, The Pragmatic Bookshelf, Texas.
- Campbell, G., Defanti, T.A., Frederiksen, J., Joyce, S.A., Leske, L.A., Linberg, J.A. dan Sandin, D.J., 1986, Two Bit/Pixel Full Color Encoding, *Proceedings of SIGGRAPH '86 Computer Graphics Annual Conference*, 18-22 Agustus 1986, 215-219.
- Chang, C.F. dan Ger, S.H., 2002, Enhancing 3D Graphics on Mobile Devices by Image-Based Rendering, *Proceedings of the Third IEEE Pacific Rim Conference on Multimedia*, 16-18 Desember 2002, 1105-1111.
- Mccabe D. dan Brothers J., DirectX 6 Texture Map Compression, *Game Developer Magazine*, 8 Agustus 1998, 42-46.
- Merchant, S.N., 2011, *Mod-01 Lec-39 Vector Quantization*, [video online], <http://www.youtube.com/watch?v=JmyxDMTpQ4o>, diakses 11 Agustus 2015.
- Mittal, M. dan Lamba, R., 2013, Image Compression Using Vector Quantization Algorithms: A Review, *International Journal of Advanced Research in Computer Science and Software Engineering*, 3, 6, Juni 2013, 354-358.
- Heckbert, P.S, 1986, Survey of Texture Mapping, *Proceedings of IEEE Computer Graphics and Applications*, November 1986, 56-67.



Iourcha, K.I., Nayak, K.S. dan Hong Z., 1999, *System and Method for Fixed-Rate Block-Based Image Compression with Inferred Pixel Values*, US Patent no: 5956431.

Qasem, M., 2009, Vector Quantization, <http://www.mqasem.net/vectorquantization/vq.html>, diakses 4 Maret 2015.

Ström J. dan Akenine-Möller T., 2004, PACKMAN: Texture Compression for Mobile Phones, *Technical Sketches Program at SIGGRAPH 2004*.

Tan, S.C., Pham, B., Zhang, J. dan Wong, O., 2007, 3D Scene Annotation for Efficient Rendering on Mobile Devices, *Proceedings of IEEE Digital Image Computing Techniques and Applications*, 3-5 Desember 2007, 196-202.

Tong, Y., 2006, Tutorial 4: Texture Mapping, <https://www.cse.msu.edu/~cse872/tutorial4.html>, diakses 4 Maret 2015.

Vijayvargiya, G., Silakari, S. dan Pandey, R., 2013, A Survey: Various Techniques of Image Compression, *International Journal of Computer Science and Information Security*, 11, 10, Oktober 2013, 51-55.