



DAFTAR PUSTAKA

- [1] Andaru, Ruli, Kombinasi Data Laser Scanning dan Fotogrametri Digital untuk Pemodelan Tiga Dimensi Candi Borobudur, Thesis, Universitas Gadjah Mada, Yogyakarta, 2010
- [2] Prasetya, Dedi Ary, Desain *Model 3D Dan Aplikasi Jelajah Candi Borobudur* Surakarta, Simposium RAPI, 2011.
- [3] Rachmawati; Hidayat, Risanuri; dan Wibirama, Sunu, *Rekonstruksi Objek 3D dari Multiple Images*, JNTETI - Vol. 2. – 4, Yogyakarta, 2013.
- [4] Kasiyati, Wiwit and Brahmantara, *Dampak Pemanasan Global Terhadap Keterawatan Candi Borobudur*, Jurnal Balai Konservasi Peninggalan Borobudur, 2010.
- [5] Narayana, P. J.; Rander, P.; and Kanade, T., *Constructing Virtual Worlds Using Dense Stereo*, Proc. ICCV, Vol. 10, 1998.
- [6] Pollefeys, M; Van Gool L.; Vergauwen, M.; Verbiest, F.; Cornelis, K.; Tops, J.; and Koch, R., *Visual Modeling with a Hand-held Camera*, International Journal of Computer Vision, Vol. 59, 2004.
- [7] Hernandez, C; and F. Schmitt. *Silhouette and Stereo Fusion for 3D Object Modeling*, Computer Vision and Image Understanding, 2004. - Vol. 96.
- [8] Goesele, M.; Brian, Curless; dan Steven, M. Seitz, *Multi-View Stereo Revisited*, CVPR '06 Proceedings, 2006.
- [9] Wibirama, Sunu; dan Hidayat, Risanuri, *Rekonstruksi dan Visualisasi Objek 3-D Berbasis Algoritma Direct Linear Transformation*, JNTETI - Vol. 1. 2, Yogyakarta, 2012.
- [10] Benko, Hrvoje; Ishak, Edward W; and Feiner, Steven, *Collaborative Mixed Reality Visualization of an Archaeological Excavation*, Proc. IEEE and ACM ISMAR. - Arlington, VA , 2004.
- [11] Shao-xing, HU; Hong-bin, ZHA; Ai-wu, ZHANG, *Real 3D Digital Method for LargeScale Cultural Heritage Sites*, Proceedings of the Ninth International Conference on Information Visualisation (IV'05),



UNIVERSITAS
GADJAH MADA

**REKONSTRUKSI TIGA DIMENSI (3D) RELIEF CANDI MENGGUNAKAN SEGMENTASI GRayscale
CITRA DUA DIMENSI (2D)
TUNGGAL**

DEDI ARY PRASETYA, Dr. Indah Soesanti, S.T., M.T.; Dr. Ir. Rudy Hartanto, M.T.

Universitas Gadjah Mada, 2015 | Diunduh dari <http://etd.repository.ugm.ac.id/>

IEEE, 2005.

- [12] Xinyu, Duan; Baoqing, Gu; and Chuangming, Shi, *Virtual Exploration Application of Cultural Heritage for Anyang Yinxu*, IEEE, 2007.
- [13] Moons, Theo; Van Gool, Luc; and Vergauwen, Maarten, *3D Reconstruction from Multiple Images Part 1: Principles, Foundations and Trends® in Computer Graphics and Vision*, Vols. Vol. 4, 2010.
- [14] Lowe, David G, *Object Recognition From Local Scale-Invariant Features*, Proceedings of the International Conference on Computer Vision 2, 1999.
- [15] Bernardini F.; Mittleman, J., ; Rushmeier, H. ; Silva, C. ; Taubin, Gabriel, *The Ball-Pivoting Algorithm For Surface Reconstruction*, Visualization and Computer Graphics, IEEE Transactions , Issue: 4 : Vol.5, 1999.