

DAFTAR PUSTAKA

- [1] TOP HAT, "Virtual Classroom Definition and Meaning," [Online]. Available: <https://tophat.com/glossary/v/virtual-classroom/>. [Diakses 27 November 2020, 14:40:24 WIB].
- [2] The Daedalus Project, "The Daudalus Project: Our Virtual Bodies, Ourselves?,"[Online]. Available: <http://www.nickyee.com/daedalus/archives/001613.php?page=1>. [Diakses 27 November 2020, 23:23:40 WIB].
- [3] Wayback Machine, "A Virtual World | Information Technology Leadership,"[Online]. Available:<https://web.archive.org/web/20120120063740/http://www.itleadership.org/content/virtual-world> . [Diakses 27 November 2020, 16:45:14 WIB].
- [4] Android Authority, "What is Unity? Everything you need to know – Android Authority," [Online]. Available: <https://www.androidauthority.com/what-is-unity-1131558/>. [Diakses 27 November 2020, 17:15:10 WIB].
- [5] Unity Documentation, "Unity – Manual: model file formats," [Online]. Available: <https://docs.unity3d.com/Manual/3D-formats.html>. [Diakses 25 Juli 2021, 18:15:10 WIB].
- [6] Gamelab Indonesia, “ Berkenalan dengan Fitur-Fitur Unity 3D | Berita | Gamelab Indonesia “ [Online]. Available : <https://www.gamelab.id/news/211-berkenalan-dengan-fitur-fitur-unity-3d>. [Diakses 28 November 2020, 20:12:12 WIB]
- [7] Restream, "Low Latency:What It Is and How It Works – Restream Blog," [Online]. Available: <https://restream.io/blog/what-is-low-latency/>. [Diakses 27 November 2020, 22:13:40 WIB].
- [8] ComputerScience.GCSE.GURU, "Client-Server Networks – Computer Science GCSE GURU," [Online]. Available: <https://www.computer-science.gcse.guru/theory/client-server-networks>. [Diakses 27 November 2020, 21:12:40 WIB].
- [9] Unity Documentation, “ Unity – Scripting API: MonoBehaviour “ [Online]. Available : <https://docs.unity3d.com/ScriptReference/MonoBehaviour.html>. [Diakses 28 November 2020, 19:22:14 WIB]
- [10] GitHub, "vis2k/Mirror:#1 Open Source Unity Networking Library," [Online]. Available: <https://github.com/vis2k/Mirror>. [Diakses 27 November 2020, 20:11:40 WIB].
- [11] Steamworks, “Features (Steamworks documentation)“ [Online]. Available: <https://partner.steamgames.com/doc/features>. [Diakses 25 Juli 2021 10:18:20 WIB].
- [12] Blender, “blender.org – Home of the Blender project – Free and Open 3D Creation”[Online]. Available: <https://www.blender.org/>. [Diakses 25 Juli 2021 10:21:10 WIB]