**DAFTAR PUSTAKA**

[1] Hamandi, F. (2012), “Design A Model For Human Body To Determine The Center of Gravity”, *Research Gate*, pp.1-14.

[2] Chiu, C. (2005), “Simulation of Positional Center of Gravity forDifferent Human Motions”, *Journal of Medical and Biological Engineering*, 25(3), pp.123-128.

[3] Alqahtani, B. Yang, CX. Alghamdi, F. (2017), “Center of Mass Estimation Using Motion Capture System”, *Conference Paper*, pp.287-292.

[4] Xiau, J. Yang, Z. Wang, X, Yang, X. (2017), “Detection Method of Human Three-Dimensional Body Centerof Gravity Based on Inclinometer Network”, *Sensors and Materials*, 29(7), pp.1081–1087.

[5] Agu, E. (2014)“3D Affine transforms”, *CS 543: Computer Graphics*, 4(1).

[6] Meredith, M. Maddock, S. (2005), “Motion Capture File Formats Explained”, Department of Computer Science, University of Sheffield.

[7] Mujagic, E. (2013), “BVH File Loading and Displaying”. URL: https://www.gamedev.net/articles/programming/general-and-gameplay-programming/bvh-file-loading-and-displaying-r3295 [Tanggal Akses 15 Juni 2019].

[8] Vries, J. (2018)“Learn OpenGL”, URL: https://learnopengl.com/ [Tanggal Akses 15 Juni 2019].

[9] “What is center of mass?”, URL: https://www.khanacademy.org/science/physics/linear-momentum/center-of-mass/a/what-is-center-of-mass [Tanggal Akses 15 Juni 2019].

[10] Daniel, D. Sleator, Tarjan. R, (1982) “A Data Structure for Dynamic Trees”, *Bell Laboratories, Murray Hill*, 26(3), pp.362-390.

[11] Rahul, M. (2018)“Review on Motion Capture Technology”, *Global Journal of Computer Science and Technology*, 18(1), pp.1-5.

[12] Yun, B. (2012)“A Smoothening Method for the Piecewise Linear Interpolation”, *Department of Statistics and Computer Science, Kunsan National University,* 376362(1), pp.1-8.