

DAFTAR PUSTAKA

- Ambrose, G., & Harris, P. (2005). *Basic Design 05: Colour*. Singapore: AVA Publishing SA.
- Bancroft, T. (2006). *Creating Characters with Personality*. New York: Watson-Guptill Publications.
- Beaver, M., Brewster, J., Jones, P., Neaum, S., & Tallack, J. (2002). *Babies and Young Children: Certificate in Child Care and Education*. Cheltenham: Nelson Thornes Ltd.
- Besen, E. (2008). *Animation Unleashed: 100 Principles Every Animator, Comic Book Writer, Filmmaker, Video Artist, and Game Developer Should Know*. California: Michael Wiese Production.
- Booker, M. K. (2014). *Comics Through Time: a History of Icons, Idols, and Ideas*. California: ABC-CLIO,LLC.
- Canemaker, J. (2014). *Magic Color Flair: The World of Mary Blair*. California: Walt Disney Family Foundation Press.
- Canemaker, J. (2014). *The Art and Flair of Mary Blair: An Appreciation (Updated Edition)*. California: Disney Editions.
- Cavalier, S. (2011). *The World History of Animation*. California: RotoVision.
- Cohen, S. (2011). *Cartooning: Character Design: Learn the Art of Cartooning Step by Step*. California: Walter Foster Publishing.
- Egri, L. (2007). *The Art of Writing*. Wildside Press.
- Fadillah, Syukri, M., & Rahma, S. (2015). Meningkatkan Perilaku Prososial Melalui Metode Sosiodrama pada Anak Usia 5-6 Tahun di PAUD. *Jurnal Perancangan Karakter... Kris Dwi Djayanti, FSD UMN, 2016*

- Pendidikan dan Pembelajaran Universitas Tanjungpura Pontianak*, 3(Maret 2015). Retrieved March 2, 2016, from
<http://jurnal.untan.ac.id/index.php/jpdpb/article/view/9254>
- Fajarta, C. R. (2015, Desember 12). *Kapolres Jakut Ingatkan Pentingnya Peduli pada Tetangga*. Retrieved Februari 8, 2016, from Beritasatu.com:
<http://www.beritasatu.com/megapolitan/330646-kapolres-jakut-ingatkan-pentingnya-peduli-pada-tetangga.html>
- Gloria. (2011, Oktober 12). *Komik Kemdiknas Masuk MURI*. Retrieved Februari 15, 2016, from Kementerian Pendidikan dan Kebudayaan:
<http://www.kemdikbud.go.id/main/blog/2011/10/komik-kemdiknas-masuk-muri-19-19-19>
- Hodge, S. (2009). *How to Survive Modern Art*. London: Tate Publishing.
- McCloud, S. (1993). *Understanding Comic*. New York: HarperPerennial.
- msh (Ed.). (2010, Maret 25). *Penjualan Komik Pegang Peringkat Tertinggi*. Retrieved Februari 8, 2016, from Kompas.com:
<http://megapolitan.kompas.com/read/2010/03/25/18020666/Penjualan.Komik.Pegang.Peringkat.Tertinggi>
- Park, H.-K. (2016, Januari 7). *'It's time for webtoons to go global in 2016'*. Retrieved Januari 20, 2016, from Asia News Network:
<http://www.asianews.network/content/%E2%80%98it%E2%80%99s-time-webtoons-go-global-2016%E2%80%99-6983>
- Peaty, K., & Kirkpatrick, G. (2002). *Flash Cartoon Animation: Learn From The Pros*. California: Apress.

- Putri, A. A. (2016, Januari 22). *Kenapa Mainan Anak Berwarna Kuning dan Seragam Satpam Biru Tua?* (Latief, Editor) Retrieved Januari 23, 2016, from Kompas.com:
<http://health.kompas.com/read/2016/01/22/053700623/Kenapa.Mainan.Anak.Berwarna.Kuning.dan.Seragam.Satpam.Biru.Tua>
- Sarwono, S. W., & Meinarno, E. A. (2009). *Psikologi Sosial*. Jakarta: Salemba Humanika.
- Solomon, C. (2012, March 24). *Pixar's link to Picasso? UPA, the overlooked animation pioneer*. Retrieved April 18, 2016, from Los Angeles Times:
<http://herocomplex.latimes.com/tv/pixar-picasso-upa-animation/>
- Su, H., & Zhao, V. (2011). *Alive Character Design: For Games, Animation and Film*. London: CYPI Press.
- Tillman, B. (2011). *Creative Character Design*. Waltham: Focal Press.
- Triedman, K. (2015). *Color: The Professional's Guide*. London: Roly Allen.
- Walker, B. (2006). *The Comics: Since 1945*. New York: Harry N. Abrams Inc.