

## DAFTAR PUSTAKA

- Abbasi, Irum & Alghamdi, Nawal. (2015). *The Prevalence, Predictors, Causes, Treatment, and Implications of Procrastination Behaviors in General, Academic, and Work Setting. International Journal of Psychological Studies*. 7. 10.5539/ijps.v7n1p59.
- Bali Royal Hospital. (2020). Efek begadang pada wajah: kulit kering. Bros Hospital. Diakses dari <https://baliroyalhospital.co.id/id/efek-begadang-bagi-wajah/>
- Bancroft, T. (2006). *Creating characters with personality*. New York: Watson Guptil Publications
- Beiman, N. (2012). *Prepare to Board! Creating Story and Characters for Animated Features and Shorts: Second Edition*. UK: Focal Press
- Brown, G., Moffit, M. [AsapSCIENCE]. (2019, September 24). *We Stayed awake for 36 hours and it changed our face* [Berkas video]. Diakses dari [https://www.youtube.com/watch?v=z30Wkbc8W\\_M&t=593s](https://www.youtube.com/watch?v=z30Wkbc8W_M&t=593s).
- Channarong, Annang. [Annang Ch]. (2020, Februari 21). Rambut Jadi Gini Setelah Berhenti Keramas Seminggu [Berkas video]. Diakses dari <https://www.youtube.com/watch?v=MUnDEAX52XI&t=38s>
- Cohen, S., (2006). *Character Design Learn the art of cartooning step by step*.US: Quarto.

- Cohn, N (2007). Japanese Visual language: The Structure of Manga. Diakses dari [https://www.researchgate.net/publication/228519070\\_Japanese\\_Visual\\_Language\\_The\\_structure\\_of\\_manga](https://www.researchgate.net/publication/228519070_Japanese_Visual_Language_The_structure_of_manga).
- Fee, R. L., & Tangney, J. P. (2000). Procrastination: A means of avoiding shame or guilt? *Journal of Social Behavior and Personality*, 15, 167–184.
- Ferrari, R. J, Johnson. I. J, McCown. G. W. (1995). *Procrastination and Task Avoidance: Theory, Research and Treatment*. New York: Plenum Press.
- Glebas, F. (2013). *The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound*. UK: Focal Press.
- Gunawan, B. B. (2013). *Nganimasi bersama mas be!*. Jakarta: Elex Media Komputindo.
- Ibrahim, Ibrahim. (2013). Tionghoa Indonesia : Dari Dikotomi ke Mono-Identitas?. *Society*. 1. 10.33019/society.v1i1.41.
- Illona, M. (2018). Desain tokoh pada film animasi dua dimensi “Fallacious”, 10-11. Diakses dari <http://kc.umh.ac.id/6585/>.
- Ismarani, D. (2017). Hal-hal yang harus kamu persiapkan sebelum masuk jurusan animasi. *Rencanamu*. Diakses dari <https://bit.ly/3tlv4wW>.
- Klassen, R. M., Ang, R.P., Chong, W. H., Krawchuk, L. L., Huan, V. S., Wong, I. Y. F., & Yeo, L. S. (2010). Academic procrastination in two settings:

Motivation Correlates, behavioral patterns, and negative impact of procrastination in Canada and Singapore. *Applied Psychology*, 59(3), 361-379. <https://doi.org/10.1111/j.1464-0597.2009.00394.x>.

Krawczyk, M. & Novak, J. 2006. *Game Development Essentials: Game Story & Character development*. New York: Delmar Cengage Learning.

Lazi, H., Efendi, R., & Purwandari, E.p. (2017) Deteksi Warna Kulit Menggunakan Model Warna CIELAB dan Neural Network Untuk Identifikasi Ras Manusia (Studi Kasus Ras: Kaukasoid, Mongoloid, dan Negroid). Universitas Bengkulu.

M. Maurer, M. Rietzler, R. Burghardt & F. Siebenhaar. (2016). The Male Beard Hair and Facial Skin – Challenges for Shaving. *International Journal of Cosmetic Science*, 38, 3-9. <https://doi.org/10.1111/ics.12328>.

Mattesi, M. D. (2006). *Force dynamic life drawing for animators*. Massachusetts: Focal Press.

Owen R. E. (2019). Perancangan Perubahan Visual Tokoh pada Kondisi Survival di Laut dalam Film Animasi “HILANG”. Diakses dari <https://kc.umn.ac.id/14048/>.

Panganiban, Domics. [Domics]. (2016, Agustus 16). *Procrastination* [Berkas video]. Diakses dari <https://youtu.be/WAe-giSW3Zw>.

Pujiastuti, D. S. Hubungan antara Waktu Tidur Malam dengan Terjadinya Akne Vulgaris di RSUD Dr. Soedarso Pontianak. *Jurnal Mahasiswa PSPD FK Universitas Tanjungpura*, 1(1).

Prakosa, G. (2010). *Animasi: Pengetahuan Dasar Film Indonesia*, Jakarta: Yayasan Visual Indonesia (Nalar).

Puji, A. (2021, 3 Februari). Kelainan Tulang Belakang (*Spinal Disorder*) . Hello Sehat. <https://hellosehat.com/muskuloskeletal/tulang-sendi-lainnya/pengertian-kelainan-tulang-belakang/>.

Rees, J (2013). *The International Journal of Critical Cultural Studies*. Australia: Common Ground.

Sheldon, L. (2014). *Character development and storytelling for games*. Boston: Cengage Learning.

Shatz, I. (2020). *Solving Procrastination*. Diakses dari <https://solvingprocrastination.com/>.

Siallagan, D. F. (2011). Fungsi dan Peranan Mahasiswa. Diakses dari [https://www.academia.edu/4508980/Fungsi\\_dan\\_Peranan\\_Mahasiswa](https://www.academia.edu/4508980/Fungsi_dan_Peranan_Mahasiswa).

Siswoyo, D. (2007). *Ilmu Pendidikan*. Yogyakarta: UNY Pers.

- Sloan, Robin J. S. (2015). *Virtual Character Design for Games and Interactive Media*. Boca Raton, FL: CRC Press.
- Suliantia, A. S., Verina, A., & Riyadhi, M. N. F. (2020). Prokrastinasi dan Pola Tidur Mahasiswa. *Jurnal Penelitian Psikologi*, 11(2), 66-75.  
<https://doi.org/10.29080/jpp.v11i2.454>.
- Soenyoto, P. (2017). *Animasi 2d*. Jakarta: PT. Elex Media Komputindo.
- Tan, H. (2015). Siapakah Orang Tionghoa Indonesia?. Diakses dari <https://www.tionghoa.info/siapakah-orang-tionghoa-indonesia>.
- Thomas, F., & Johnston, O. (1981). *Disney animation: The Illusion of Life*. New York: Abbeville Press.
- Tillman, B. (2011). *Creative character design*. Massachusetts: Focal Press.
- Wolters, C. A. (2003). *Understanding Procrastination from a Selfregulated Learning Perspective*. *Journal of Educational Psychology*, 95, 179-187.
- Yetman, D. (2020). 5 Reasons You Can't Grow a Beard. Di akses dari <https://www.healthline.com/health/why-cant-i-grow-a-beard>.