



### **Hak cipta dan penggunaan kembali:**

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

### **Copyright and reuse:**

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

## DAFTAR PUSTAKA

- Bancroft, Tom. 2006. *Creating Characters With Personality*. China: Watson-Guptill Publications.
- Brierton, Tom. 2002. *Stop Motion Armature Machining: A Construction Manual*. United States of America: McFarland & Company, Inc.
- Ceccarelli, Marco. 2004. *International Symposium on History of Machines and Mechanisms*. United States of America: Kluwer Academics Publishers.
- Gumelar, M. S., 2004. *Memproduksi Animasi TV: Solusi Murah & Cepat*. Jakarta: Grasindo.
- Isbister, Katherine. 2006. *Better Game Characters by Design*. United States of America: Elsevier Inc.
- Laybourne, Kit. 1998. *The Animation Book*. New York: Three Rivers Press.
- Nugroho, Eko. 2008. *Pengenalan Teori Warna*. Yogyakarta: Penerbit ANDI.
- Priebe, Ken. A. 2011. *The Advanced Art of Stop-Motion Animation*. United States of America: Course Technology Cengage Learning.
- Purves, Barry. 2010. *Basics Animation 04: Stop-motion*. United States of America: AVA Publishing SA.
- Shaw, Susannah. 2008. *Stop Motion: Craft Skills for Model Animation*. Canada: Elsevier Ltd.

Spess, Marc. 2000. *Secrets of Clay Animation Revealed*. United States of America: Lulu.com.

Syam, Nur. 2009. *Tantangan Multikulturalisme Indonesia: Dari Radikalisme Menuju Kebangsaan*. Yogyakarta: Penerbit Kanisius.



U M N