



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, 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

- Albert, Aaron. (n.d.) *Motion Comic Definition*. Diakses 5 Desember 2014, <http://comicbooks.about.com/od/glossary/g/Motion-Comic-Definition.htm>
- Beiman, Nancy. (2007). *Prepare To Board! : Creating Story And Characters For Animation Features And Shorts*. China: Focal Press.
- Besen, Ellen. (2008). *Animation Unleashed*. Michigan: Mcnaughton & Gunn Inc.
- Bonvillian, Nancy. (2004). *The Teton Sioux*. America: Chelsea House Publisher.
- Core Knowledge*. (2013). Native Americans: Tell It Again!™ Read-Aloud Anthology. Diunduh dari <http://www.coreknowledge.org/ckla-files#/kindergarten/listening-&-learning/native-americans>.
- Egri, Lajos. (2004). *The Art of Dramatic Writing*. United States of America: Simon & Schuster.
- Gagnon, Gregory Omer. (2011). *Culture and Customs of the Sioux Indians*. United States of America: ABC_CLIO.
- Hernandez, Lea. (2005). *Manga Secret*. Singapore: Page One Publishing Private Limited.
- Johnson, Michael. (2000). *The Tribes of the Sioux Nations*. Oxford: Osprey Publishing.
- Lamarre, Thomas. (2009). *The Anime Machine*. America: University of Minnesota.
- Lynn, Richard. (2006). "Race Differences in Intelligence". WashingtonSummit Publishers Augusta.

- Loomis, Andrew (2004). *Figure Drawing for All It's Worth*. New York: The Viking Press.
- McCloud, Scott. (2008). *Membuat Komik*. Amerika: HapperCollins Publisher.
- _____. (2008). *Memahami Komik*. Amerika: HapperCollins Publisher.
- National Museum of The American Indian. (n.d.). A Life In Beads: The Story a Plain Dress Can Tell. Diunduh dari http://nmai.si.edu/sites/1/files/pdf/education/NMAI_lifeinbeads.pdf
- Nurroni, Andi. (2015). Mahasiswa Kemas Legenda Bromo dalam Motion Comic. Diakses 30 Februari 2015, <http://www.republika.co.id/berita/pendidikan/dunia-kampus/15/02/25/nkblq5-mahasiswa-kemas-legenda-bromo-dalam-motion-comic>
- Ozawa, Tadashi. (2001). *How to Draw Anime & Game Characters Vol. 1*. Tokyo: Graphic-sha Publishing Co., Ltd.
- Paterek, Josephine. (1994). *Encyclopedia of American Indian Costume*. United States of America: W. W. Norton & Company, Inc.
- Sato, Gen. (2003). *How to Draw Manga: Super-Deformed Character vol.1 Humans*. Japan: Japananime Co., Ltd.
- Sullivan, Louis R. (1920). *Anthropometry of the Siouan Tribes*. New York: National Academy of Sciences.
- Sutton dan Whelan. (2004). *The Complete Color Harmony*. United States Of America: Rockport Publishers, Inc.
- Tillman, Bryan. (2011). *Creative Character Design*. United States Of America: Focal Press.

Wishart, David J. (2007). *Encyclopedia Of The Great Plains Indians*. Amerika:
Bison Books.

