



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

- Ball, R., Beck, J., DeMott R., Deneroff, H., Gerstein D., & Gladstone, F., et al.
2004. *Animation Art : From Pencil to Pixel, The History of Cartoon, Anime & CGI*. London : Flame Three Publishing
- Bancroft, Tom. 2006. *Creating Characters with personalty*. New York: Nielsen Business Media.
- Besen, Ellen. 2008. *Animation Unleashed: 100 Principles Every Animator, Comic Book writer, Filmmaker, Video Artist, and Game Developer Should Know*. USA : Mcnaughton & Gunn, Inc.
- Binanto, Iwan. 2010. *Multimedia Digital – Dasar Teori dan Pengembangannya*. Yogyakarta: Andi.
- Blair, Preston. 1994. *Cartoon Animation*. USA : Walter Foster Publishing
- Davis, Bill. 2006. *Gardner's Guide to creating 2d Animation in A Small Studio*. Canada : GGC.
- Djauhari, Noor, 2006. *Geologi Lingkungan*. Edisi pertama. Yogyakarta: GRAHA ILMU.
- Dwiyatmo, Kus. 2007. *Pencemaran Lingkungan dan Penanganannya*. Yogyakarta: PT. Citra Aji Parama.
- Ekman, Paul. 1992. *An Argument for Basic Emotion*. USA : Lawrence Erlbam Associated Limited
- Engel, James., Roger D. Blackwell dan Paul .W Miniard. 1995. *Perilaku Konsumen*, jilid 2. Jakarta: Bina Rupa Aksara.

- Frazier, H. Moore. 1981. *Hubungan Masyarakat: Prinsip, Kasus dan Masalah*, edisi satu Bandung: Remaja Rosdakarya.
- Ghentner. 2000. *Layout And Composition for Animation*. New York: Focal Press.
- Hofstetter, Fred T. 2001. *Multimedia Literacy (3rd Ed.)*. New York: McGraw-Hill Companies, Inc.
- James, Judi. 2009. *The Body Language Bible: The hidden meaning behind people's gesture*. UK : Ebury Publishing.
- Kota Tangerang Selatan Masih Dikepung Sampah. (2012, 27 November). Diakses Februari 28, 2014 dari Kompas:
<http://megapolitan.kompas.com/read/2012/11/27/05110648/Kota.Tangerang.Selatan.Masih.Dikepung.Sampah>
- Kotler, Philip and Howard Barich. *A Framework for Marketing Image Management*. Pearson Practice Hall, 2000.
- Maulana, Agus. 1997. Profesional Book, Jakarta.
- McMahan, H. W. 1957. *The Television commercial: How to Create and Produce Effective TV Advertising*. New York : Hasting House Publisher.
- MSV Animation. 2006. *Modul Perancangan Film Kartun*. Yogyakarta : STMIK AMIKOM Yogyakarta.
- Nakajima, Makoto dan Big Mouth Factory, 2003. *Let's Draw Manga All About Fighting*. New York: Digital Manga Publishing.
- Nurhayati, Nunung. 2013. *Pencemaran Lingkungan*. Bandung: CV Yrama Widya.

Sampah dan Dampaknya pada Kehidupan Kita. (2012, 6 Oktober). Diakses Maret

10, 2013 dari Kompasiana:

<http://green.kompasiana.com/polusi/2012/10/06/sampah-dan-dampaknya-pada-kehidupan-kita-499498.html>

Slamet, J.S. 1994. *Kesehatan Lingkungan*. Gadjah Mada University Press. Jogjakarta.

Thomas, Frank & Ollie Johnston. 1981. *The Illusion of Life*

Weilbacher, M William. 1979. *Advertising*. New York : Macmillan Publishing.

Wells, William, Burnett, John and Sandra Moriarty. 2000. *Advertising: Principles and Practice. 5th edition*. New Jersey: Prentice Hall.

Withrow, S. 2009. *Secrets of Digital Animation*. Switzerland: RotoVision.

White, Tony. 2006. *Animation from Pencil to Pixels: Classical Techniques for Digital Animtors*. USA : Elsevier Inc.

UMN