



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

- White, T. (2006). *Animation from Pencils to Pixels: Classical Techniques for Digital Animator*. Burlington: Focal Press.
- Bancroft, T. (2006). *Creating Character with Personality*. New York: Watson-Guptill Publications.
- Gumelar, M. S. (2011). *2D Animation Hybrid Technique book a*. Jakarta: Indeks.
- Anderson, L. (2006). *Creative Writing a Workbook with Readings*. Oxfordshire: Routledge.
- Tillman, B. (2011). *Creative Character Design*. Focal Press: Waltham.
- Seegmiller, D. (2004). *Digital Character Design and Painting: The Photoshop CS Edition*. Charles River Media: Hingham.
- Laybourne, K. (1998). *The Animation Book*. New York: Three Rivers Press.
- Field, S. (2005). *Screenplay : The Foundations of Screenwriting*. Bantam Dell: New York.
- Egri, L. (1946). *The Art of Dramatic Writing*. Wildside Press
- Melton, H. K. (1996). *Ultimate Spy*. DK Publishing: New York.