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

Al-Greene, B.2013. *Create Moving Comics with Motion Artist.* http://www.alboardman.com/what-is-motion-graphics/ . Diakses pada tanggal 14 maret 2016.

Alex. 2013. *The Basic Principles for Great Character Design* . http://blog.inkydeals.com/basic-principles-for-great-character-design/ . Diakses pada tanggal 14 Maret 2016.

Bone, S. (2015). *Minimalism in Game Design: Examples, Tips, and Ideas.* https://gamedevelopment.tutsplus.com/articles/minimalism-in-game-design-examples-tips-and-ideas--cms-23446. Diakses pada tanggal 23 September 2016.

Campbell, J. (1949). *The Hero's Journey: Campbell's Archetype.* http://mythologyteacher.com/documents/TheHeroJourney.pdf Diakses pada tanggal 24 Desember 2016.

Egri, L. 1995. *The Art of Creative Writing*. London: Citadel.

Gardner, A.T. (2016). *Characteristics of Adventure Fiction.* http://education.seattlepi.com/characteristics-adventure-fiction-6640.html. Diakses pada tanggal 26 September 2016.

Greene, B.A. (2005). *Create Moving Comics With Motion Artist.* http://mashable.com/2013/03/05/moving-comics-motion artist/#Gd8.dikCqkq6. Diakses pada tanggal 24 Desember 2016.

Le, H. 2012. *Motion Comic, a Brief Introduction.* http://geeknewsnetwork.net/2012/04/08/motion-comics-a-brief-introduction/. Diakses pada tanggal 17 Maret 2016.

LeMind, A. (2013). *Geometric Shapes Simple and Unusual Personality Test.* http://www.learning-mind.com/geometric-shapes-simple-and-unusual-personality-test/. Diakses pada tanggal 24 Mei 2016.

Maestri, G. (1999). Digital Character Animation 2. California: New Riders.

Mason, K.G. (2014). *Visual Syntax and Production Modalities of the Enhanced Digital Narrative: Digital Motion Graphic Storytelling.* Atlanta: Savannah College of Art and Design.

Olesen, J. (2016). *Color Meaning – Learn About Colors and Symbolism.* http://www.color-meanings.com/. Diakses pada tanggal 29 September 2016

Phillips, Hauntley. (2001). *Dramatica, A New Theory of Story.* New York: Screenplay System, Inc.

Simon, M. 2003. *Producing Independent 2D Character Animation.* London: Focal Press.

Sloan, R.J.S. (2015). *Virtual Character Design for Games and Interactive Media.* New York: CRC Press.

Williams,Richard. 2001. *The Animator Survival Kit.* United States: Faber and Faber.