



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

- Betancourt, M. (2012). *The Origins of Motion Graphics*. Cinegraphic.
- Bhatnagar, G. (2002). *Introduction to Multimedia System*. Canada: Academic Press.
- Byrne, B. (2012). *3D Motion Graphics for 2D Artist: Conquering the Third Dimensions*. USA: Elsevier Inc.
- Curran, S. (2000). *Motion graphics: graphic design for broadcast and film*. Rockport Publishers.
- Company profile. BusinessDictionary.com. Retrieved December 14, 2016, from BusinessDictionary.com
- Dessler, G. (2004). *Manajemen Sumber Daya Manusia*. Jakarta: Kelompok Gramedia.
- DiMarco, J. (2017). *Communications Writing and Design: The Integrated Manual for Marketing, Advertising, and Public Relations*. USA: John Wiley & Sons, Inc.
- Ambrose G., & Harris P. (2005). *Colour*. Switzerland: AVA Publishing SA.
- Hasibuan, M. 2008. *Manajemen Personalia dan Sumber Daya Manusia*. Bandung: Tarsito.
- Hall, R. Forsyth, D. (2012). *Intercative 3D Graphics in Windows*. Portland: Crisis in Perspective, inc.
- Kriyantono, R. (2008). *Public Relations Writing: Teknik Produksi Media Public Relations dan Publisitas Korporat*. Jakarta: Kencana Perdana Media Group.

The Latest Approach to Employee Training. (2016).

<https://www.wsj.com/articles/the-latest-approach-to-employee-training-1457921560>

Mackay, A. (2005). *The Practice of Advertising.* Great Britain: Butterworth Heinemann.

McConnel, J. (2006). *Computer Graphics: Theory Into Practice.* London: Jones and Barlett Publishers.

Newsom, D., Haynes, J. (2004). *Public Relations Writing: Form and Style.* USA: Wadsworth.

Palmer, S. (1990). *Gestalt principles of perceptual organization.* *The Blackwell dictionary of cognitive psychology.* London: Blackwell.

Ratner, P. (2004). *Mastering 3D Animation.* New York: Allworth Press.

Simamora, H. (2008). *Manajemen Sumber Daya Manusia.* Edisi 3. Yogyakarta: STIE YKPN Yogyakarta.

Sweetow, S. (2011). *Corporate Video Production: Beyond The Board Room (And Out of the Bored Room).* USA: Focal Press.

Training. BusinessDictionary.com. Retrieved December 14, 2016, from BusinessDictionary.com

Zeman, N.B. (2015). *Essential skills for 3D modeling, rendering, and animation.* London: CRC Press.