



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

Aminudin. (2002). *Pengantar Apresiasi Karya Sastra*. Bandung: Sinar Baru Algensindo.

Bancroft, T. (2006). *Creating Characters with Personality*, NY: Watson Guptill Publications.

Beane, A. (2012). *3D Animation Essentials, John Wiley and Sons, Inc., Indianapolis*.

Blair, P. (1947). *Advance Animation*, Walter T. Foster.

Bleicher, S. (2012). *Contemporary Color: Theory & Use*, 2nd Ed. Canada: Delmar Cengage Learning.

Burke, C & Coppenhaver, J. (2004). *Animals As People In Children's Literature, In Language Arts: Explorations Of Genre*. Urbana: National Chouncil Of Readers Of English.

Egri, L. (1946). *The Art Od Dramatic Writing*. New York: Simon & Schuster, Inc.

Jones, C.S. (2015). "Anything But Neutral: Using Color to Create Emotional Images". Website: photography.tutplus.com.

Krawczky, M. J. N. (2006). *Game Development Essentials Game Story & Character Development*. Canada: Delmar Cengage Learning.

Kusrianto, A. (2007). *Pengantar Desain Komunikasi Visual*. Yogyakarta: Andi Offset.

Linschoten, J., Drs.Mansyur. (2007). Warna. Institut Seni Indonesia.

Yogyakarta

Maestri, G. (2006). *Digital Character Animation 3*. California: New Riders.

Sullivan, K., Schumer, G., Alexander, K. (2008). *Ideas For The Animation*

Short: Finding And Building Stories. Massachussets: Focal Press.

Thomas, F & Johnston, O. 1981. *The Illusion Of Life Disney Animatio*. NY:

Walt Disney Productions.

Tillman, B. (2011). *Creative Character Design*. Oxford: CRC Press

UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA