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

Bancroft, T. (2006). *Creating Character with Personality*. New York: Watson-Guptil Publications.

Blair, P. (1988). *Cartoon Animation*. California: Walter Foster Publishing.

Crow, D. (2010). *Visible Signs*. London: AVA Publishing.

Eder, J. (2010). *Characters in Fictional World: Understanding Imaginary Beings in Literature, Film, and Other Media*. Berlin/ New York: Walter de Gruyter GmbH & Co. KG

Goethe, J. W. (1840). *Theory of Colours.* London: John Murray.

Gottlieb, E. (2001). *Dystopian Fiction East and West: Universe of Error and Trial*. Montreal: McG ill-Queen's University Press.

Grant, M. (2011). *The Passing of the Great Race*. Lulu.com

Jones, A. & Oliff, J. (2007). *Thinking Animation: Bridginf the Gap Between 2D and 3D*. Boston, MA: Thomson Course Technology PTR.

Krawcyzk, M., & Novak, J. (2006). *Game Development Essentials: Game Story and Character Development*. Canada: Delmar Cengage Learning.

Lasseter, J. (1987). *Principles of Traditional Animation Applied to 3D Computer Animation*. San Rafael: ACM Computer Graphics.

UNIVERSITAS MULTIMEDIA NUSANTARA

Perancangan Tokoh Dalam..., Kenaya Gabriel, FSD UMN, 2018

Mommsen, H. (1998). *The Rise and Fall of Weimar Democracy*. New York: UNC Press Books.

Oliphant, S, G. (1913*). "The Story of the Strix: Ancient"*. USA: The Johns Hopkins University Press.

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

Sullivan, K., Kate, A, & Gary, S. (2008). *Ideas for the Animated Short: Finding and Buidling Stories*. Massachusetts: Focal Press.

Su, H. (2011). *Alive Character Design: For Games, Animation and Film*. California: Gingko Press.

Su, H., & Zhao, V. (2011). *Alive Character Design: Character Design Course by Haitao Su*. United Kingdom: CYPI Press.

Tillman, Bryan. (2011). *Creative Character Design*. Massachusetts: Focal Press.

Williams, R. (1957). *The Animator's Survival Kit. London*, New York: Faber & Faber.

UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA

Perancangan Tokoh Dalam..., Kenaya Gabriel, FSD UMN, 2018