



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, 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

- Tillman, B. (2012). *Creative Character Design*. USA: Focal Press.
- Cavallaro, D. (2009). *Anime and the Visual Novel : Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games*. USA: McFarland & Company.
- Adams, E. (2013). *Fundamentals of Game Design*. USA: New Riders.
- Mattessi, M. (2012). *Force : Character Design From Life Drawing*. Cina: Focal Press.
- Sloan, R. J. S. (2015). *Virtual Character Design for Games and Interactive Media*. NW: CRC Press.
- Crilley, M. (2017). *Manga Art : Inspiration and Techniques from an Expert Illustrator*. Potter/TenSleen/Harmony.
- Labudovic, A. (2008). *Color in Graphics*. Singapura: Page One Publishing Pte Ltd.
- Susilo, B. (2017). *Kenali Kepribadian Cewek dan Cowok*. Yogyakarta: Laksana.
- Rokhmansyah, A. (2016). *Pengantar Gender dan Feminisme : Pemahaman Awal Kritik Sastra Feminisme*. Yogyakarta: Penerbit Garudhawaca.
- Rhyne, T. M. (2016). *Applying Color Theoryto Digital Media and Visualization*. NW: CRC Press.
- Mana, L. H. A., Samsiarni. (2016). *Buku Ajar Matakuliah Folklor*. Yogyakarta: Deepublish.
- Liaw, Y. F. (2013). *A History of Classical Malay Literature*. Jakarta: Institute of Southeast Asian.

- Medina, J. (2011). *Brain Rules (Updated and Expanded) : 12 Principles For Surviving and Thriving At Work, Home, and School*. USA: Pear Press.
- Simon, M. (2011). *Facial Expressions : A Visual Reference for Artists*. USA : Potter/TenSpeed/Harmony.
- Roberts, S. (2012). *Character Animation Fundamentals : Developing Skills for 2D and 3D Character Animation*. NW: CRC Press.
- Brooks, J. (2016). *Draw with Jazza – Creating Characters: Fun and Easy Guide to Drawing Cartoons and Comics*. USA: F+W Media, Inc.
- Loomis, A. (2011). *Figure Drawing For All It's Worth*. London: Titan Books.

