



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

Byrne, Bill. (2009). *The Visual Effects Arsenal: VFX Solution for the Independent Filmmaker*. London, England: Focal Press.

Beane, Andy. (2012). *3D Animation Essentials*. Canada: John Wiley & Sons.

Chopine, Ami. (2011). *3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation*. UK: Focal Press.

Ebert, David S et al. (2003). *Texturing & Modeling: A Procedural Approach (Ed. 3rd)*. USA: Morgan Kaufmann.

Finance, Charles & Zwerman, Susan. (2010). *The Visual Effects Producer: Understanding the Art and Business of VFX*. UK: Focal Press.

Gilland, J. (2009). *Elemental Magic: The Art of Special Effects Animation*. USA: Focal Press.

Next Limit. (n.d.). Daemons – Crown. Diunduh dari <http://support.nextlimit.com/display/rf2016docs/Daemons++Crown>

Next Limit. (n.d.). Dyverso. Diunduh dari <http://support.nextlimit.com/display/rf2016docs/Dyverso>

Next Limit. (n.d.). Objects – Dyverso – Particles Interaction. Diunduh dari <https://support.nextlimit.com/display/rf2016docs/Objects++Dyverso++Particles+Interaction>

Next Limit. (n.d.). The Realflow Pipeline. Diunduh dari <https://support.nextlimit.com/display/rf2015docs/The+RealFlow+Pipeline>

Okun, A. J. & Zwerman, S. (2010). *The VES Handbook of Visual Effect*. USA: Focal Press.

- Rajamuddin, Ulfiyah A. (2009). Kajian Tingkat Perkembangan Tanah pada Lahan Persawahan Di desa Kaluku Tinggi Kabupaten Donggala Sulawesi Tengah. *J. Agroland* 16(1):45-52. ISSN: 0854-641X diakses 26 Juni 2018.
- Selby, A. (2013). *Animation*. London: Laurence King.
- Steen, Joep van der & Boardman, Ted. (2009). *Rendering with Mental Ray & 3ds Max (Ed. 2nd)*. Focal Press.
- Sullivan, K., Alexander, K., Mintz, A., & Besen, E. (2013). *Ideas for the Animated Short: Finding and Building Stories (Ed. 2nd)*. London, UK: Focal Press.
- Whitaker, H. & Halas, J. (2009). *Timing for Animation (Ed. 2nd)*. Oxford, UK: Focal Press.
- White, T. (2006). *Animation from Pencils to Pixels - Classical techniques for Digital Animators*. London, UK: Focal Press.

UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA