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

Beane, Andy. (2012). *3D Animation Essentials*. Indianapolis, Indiana, USA: John Wiley & Sons, Inc.

Bellantoni, Patti. (2005). *If It's purple, someone's gonna die*. [S.l.]: CRC PRESS.

Birn, Jeremy. (2014). *Digital lighting and rendering.* Berkeley, CA, USA: New Riders.

Brooker, Darren. (2008). *Essential CG lighting techniques with 3ds max.* Oxford, UK: Focal Press.

Chaosgroup.com. (n.d). Raw Lighting. [online] Available at: https://docs.chaosgroup.com/display/VRAY3MAX/Raw+Lighting+%7C+VRayRawLighting [Accessed 14 Nov 2018]

Day, Jesse. (2013). *Line color form.* Allworth Press.

GOODMINDS.ID. (2016). 10 Arti Warna dalam Psikologi Warna. [online] Available at: https://goodminds.id/arti-warna/ [Accessed 25 Jun. 2018].

Katatikarn, Jasmine. and Tanzillo, Michael. (2016). *Lighting for animation*. Boca Raton: Focal Press.

Lanier, Lee. (2008). *Advanced maya texturing and lighting*. 2nd ed. Indianapolis, Ind.: Wiley Pub.

Selby, Andrew. (2013). *Animation*. London: Laurence King.

Wells, Paul. and Moore, Samantha. (2016). *The fundamentals of animation*. 2nd

Perancangan Lighting Dan..., Tania Juliet, FSD UMN, 2018

ed. Bloomsbury.

Yot, Richard. (2011). *Light for Visual Artists*. London: Laurence King Publishing.

Zeman, Nicholas. (2015). *Essential skills for character setup, rigging and animation*. London: CRC Press.

UMN
UNIVERSITAS
MULTIMEDIA
NUSANTARA

Perancangan Lighting Dan..., Tania Juliet, FSD UMN, 2018