



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

- Anguelov, D., Davis, J., & Thrun, S. (2005). SCAPE: Shape Completion and Animation of People.
- Bancroft, T. (2006). *Creating Character With Personality*. Watson-Guptill.
- Bustaman, B. (2001). *Web Design dengan Macromedia Flash mx 2004*. Yogyakarta: Andi Offset.
- Campbell, J. (2008). *The Hero with A Thousand Faces*. California: New World Library.
- Egri, L. (1972). *The Art of Dramatic Writing*. New York: Touchstone.
- Guan, P., Weiss, A., & Black, M. J. (2009). Estimating Human Shape and Pose from a Single Image.
- Pascal, F., Ralf, P., Lorna, H., & Ronan, B. (2000). HUMAN SHAPE AND MOTION RECOVERY USING ANIMATION MODELS.
- Rathus, L. F. (2012). *Understanding Art*. Boston : Wadsworth.
- Russel, & Verrill. (1986). *Otto Klepper's Advertising Procedure*. SAGE.
- Sheldon, L. (2004). *Character Development and Storytelling for Games*. Course Technology.
- Su, H., & Vincent, Z. (2011). *Alive Character Design: For Games, Animation and Film: For Games, Animation & Film*. CYPI Press.
- Supriyono, R. (2010). *Desain Komunikasi Visual : Teori dan Aplikasi*. Andi Publilsher.
- Tillman, B. (2011). *Creative Character Design*. Kidlington: Focal Press.

- Tylor, E. B. (1871). *Primitive Culture : Researches Into The Development*. London.
- Vogler, C. (2007). *The Write Journey*. Michael Wiese Productions.
- Wendingo. (2013). Character Design : An Introduction.
- Withrow, S. (2009). *Secret of Digital Animation*. Switzerland: RotoVision SA.
- Zeembry. (2001). *Animasi Web dengan Macromedia Flash 8*. Jakarta: Elex Media Komputindo.



UMN