



### **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**

- Beane, A. (2012). *3D Animation Essentials*. Indianapolis: Wiley.
- Bernhardt, D. (2008). *Posture, Gesture and Motion Quality: A Multilateral Approach to Affect Recognition from Human Body Motion*. Cambridge: University of Cambridge.
- Björklund, N. (2009). *Acting in Animation*. Sweden: Högskolan i Gävle.
- Blair, P. (1994). *Cartoon Animation*. USA: Walter Foster Publishing.
- Bliss, G. E. (2016) *Redefining the Anthropomorphic Animal in Animation*. UK: Loughborough University.
- Fonseca, J. (2015). *Character Body Expression in 3D Computer Animation: a New Posing Approach* (Unpublished master's thesis). Bournemouth University, Fern Barrow, United Kingdom. Diakses dari <http://eprints.bournemouth.ac.uk/24898/>
- Garnham, L. & Lovlie, H. (2018). Sophisticated Fowl: The Complex Behaviour and Cognitive Skills of Chickens and Red Junglefowl. *Journal of Behavioral Science*, 8 (1). Doi:10.3390/bs8010013.
- Jardim, T. J. (2013). *Animals as character: Anthropomorphism as personality in animation* (Unpublished master's thesis). Witwatersrand University, Johannesburg, South Africa. Diakses dari [http://wiredspace.wits.ac.za/bitstream/handle/10539/13614/TimothyJardim\\_](http://wiredspace.wits.ac.za/bitstream/handle/10539/13614/TimothyJardim_.)

0702651P\_Anthropomorphism\_as\_personality\_in\_animation.pdf?sequence  
=2

Mattesi, M. D. (2011). *Force: Animal Drawing: Animal Locomotion and Design Concepts for Animators*. USA: Elsevier.

Pons, J. L (Eds.). (2008). *Wearable Robots: Biomechatronics Exoskeletons*. Spain: John Wiley & Sons.

Roberts, S. (2011). *Character Animation Fundamentals: Developing Skills for 2D and 3D Character Animation*. USA: Elsevier.

Siciliano, B. & Khatib, O. (Eds.). (2008). *Springer Handbook of Robotics*. Doi:  
<https://doi.org/10.1007/978-3-540-30301-5>

Stanchfield, W. (1990). *Gesture Drawing for Animation*. Author.

Thomas, F. & Johnston, O. (1981). *Disney Animation: The Illusion of Life*. New York: Abbeville Press.

Wells, P. (2009) *The Animated Bestiary: Animals, Cartoons, and Culture*. New Jersey: Rutgers University.

Whitaker, H. & Halas, J. (2009). *Timing for Animation* (2nd ed.). Amsterdam: Focal Press.

Williams, R. (2009). *The Animator's Survival Kit*. London: Faber.

Willis, K. & Ludlow, R. (2009). *Raising chicken for DUMMIES*. Canada: Wiley Publishing.

Wright, J. A. (2005). *Animation writing and development: From script development to pitch*. USA: Focal Press.

## **WEBSITE**

Amaya, N. (2018). What Is a Digitigrade? Diakses dari

<https://www.worldatlas.com/articles/what-is-a-digitigrade.html>

Vasconcellos, D. (2017). Chicken Walk – Animating a Realistic Chicken Diakses

dari <http://dancellos.blogspot.com/2017/09/chicken-walk-animating-realistic-animal.html>