



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

- Assaf, Eyal. (2016). *Rigging for Games*. Florida: CRC Press.
- Beane, A. (2012). *3D Animation Essentials*. Canada: John Wiley & Sons, Inc.
- Bernhardt Z, Nicholas. (2015). *Essentials Skills for 3D Modelling, Rendering and Animation*. Florida: CRC Press.
- Cabrera, Cheryl. (2008). *An Essential Introduction to Maya Character Rigging*. Oxford: Elsevier Ltd.
- Chong, A. (2008). *Basic Animaiton Digital Animation*. Switzerland: AVA Publishing SA.
- Derakhshani, Dariush. (2015). *Introducing Autodesk Maya 2016*. Indiana: John Wiley & Sons Inc.
- King, Roger. (2015). *3D Animation for Raw Beginner Using Maya*. Florida: CRC Press.
- O'Hailey, Tina. (2019). *Rig It Right! Maya Animation Rigging Concept*. Florida: Taylor & Francis Group.
- Singh, Vikramjit dkk. (2009). *Innovation in Design Through Transformation: A Fundamental Study of Transformation Principles*.
- Watkins, Adam. (2012). Getting Started in 3D with Maya. Create A Project From

Start to Finish - Model, Texture, Rig, Animate, and Render in Maya.

Oxford: Elsevier Inc.

Williams, R. (2002). *The Animator's Survival Kit*. London: Faber & Faber.