



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

- Arellano, C., Boutte Jr., P., Chen, K., Christensen, K., Cordella, C., Francisco, A., ... Sekeris, C. (2014). *Costume Design and Illustration*. California: Design Studio Press.
- Blair, P. (1988). *Cartoon Animation*. California: Walter Foster Publishing.
- Block, B. (2007). *The Visual Story: Creating the Visual Structure of Film, TV, and Digital Media* (2nd ed.). Massachusetts: Focal Press.
- Bonner, J. (2009). *The Social amoebae : the biology of cellular slime molds*. Princeton, New Jersey : Princeton University Press.
- Chijiwa, H. (1987). *Color Harmony: Guide to Creative Color Combinations*. Massachusetts : Rockport Publishers Inc.
- Cohen,S. (2006). *Character Design : Learn the Art of Cartooning Step by Step*. Irvine,California. Walter Foster Publishing, Inc.
- Douglas, B. (1987). *Barlowe's Guide to Extraterrestrials*. New York : Workman Publishing Company. Inc.
- Egri, L. (1960). *The Art of Dramatic Writing*. New York: Simon & Schuster, inc.
- Haycock, A. (2016). *Characters on the Couch: Exploring Psychology through Literature and Film*. Santa Barbara, California : Greenwood.
- Isbister, K. (2006). *Better Game Characters by Design: A Psychological Approach*. UK: Taylor & Francis.
- Kanas, N., Manzey, D. (2008). *Space Psychology and Psychiatry*. Els Segundo, California : Microsom Press.
- LoBrutto, V. (2002). *The Filmmaker's Guide to Production Design*. New York. Allworth Press.
- May,S.(2019). *What is a Spacesuit*. Retrieved from
www.nasa.gov/audience/forstudents/5-8/features/nasa-knows/what-is-a-spacesuit

- Rahman, O. (2014). *The Search for Extra-Terrestrial Life in the Universe*. Dhaka, Bangladesh : A Sleek Publication.
- Sloan, J. S. (2015). *Virtual character design for games and interactive media*. USA: CRC Press.
- Slusser, G., Rabkin, E. (1987). *Aliens the Anthropology of Science Fiction*. Carbondale, Edwardsville : Southern Illinois University Press.
- Su, H. (2011). *Alive Character Design: For Games, Animation and Film*. California: Gingko Press.
- Sullivan, K., Schumer, G., Alexander, K. (2008). *Ideas for the Animated Short: Finding and Building Stories*. Massachusetts: Focal Press.
- Steven, A. (2009). *Expressive drawing, A Practical Guide to Freeing the Artist Within*. Canada. Lark Books a Division of Sterling Publishing Co, Inc.
- Williams, R. (1957). *The Animator's Survival Kit*. London, New York: Faber & Faber.
- Woodard, B. (2012). *Slime Dynamics Generation, Mutation and the Creep of Life*. Alresford, Hants : Zero Books.