



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

- Alfred Hitchcock's North by Northwest and the art of the chase. (2017, October 17). Retrieved from <https://lwlies.com/articles/north-by-northwest-alfred-hitchcock-art-of-the-chase/>
- Anti Dust Lenses For Clear Vision: Essilor Indonesia. (n.d.). Retrieved from <https://www.essilor.co.id/en/products/dust-resistant-lenses>
- Beane, A. (2012). 3D Animation Essentials. In *The Guerrilla Guide to Animation*. Sybex. <https://doi.org/10.5040/9781501340512.ch-006>
- Bellis, M. (2019). *Different Types of Jet Engines*. <https://www.thoughtco.com/different-types-of-jet-engines-1992017>
- Born on a tropical island somewhere in the South Pacific. (2017). The History of Greenscreen ★ FilmmakerIQ.com. Retrieved from <https://filmmakeriq.com/courses/the-history-of-greenscreen/>
- Bryant, J. (2007). *Art History for Dummies*.
- Claytonbeese. (2013, December 10). The Dropship. Retrieved from <https://scifiinterfaces.com/2013/12/10/the-dropship/>
- Daulay, M. C. M., & Kusumawardhani, M. I. (2020). Animasi Indonesia Dalam Tinjauan Produksi; Freelancer Pada Ekosistem Industri Animasi Di Bandung.

Ultimart: Jurnal Komunikasi Visual, 12(2), 9–16.

<https://doi.org/10.31937/ultimart.v12i2.1447>

Hooke, R. (2011). *Microscopic Observations Or, Dr. Hooke's Wonderful Discoveries by the Microscope*. Nabu Press.

Jarvis, N. (2013). *Photorealism versus Non-Photorealism: Art styles in computer games and the default bias*. [University of Huddersfield Repository].

<http://eprints.hud.ac.uk/id/eprint/19756/>

Joon, J. S. (2010). Principles of Photorealism to develop photorealistic visualisation for Interface Design: A review. *Proceedings - 2010 7th International Conference on Computer Graphics, Imaging and Visualization, CGIV 2010*, 17–25. <https://doi.org/10.1109/CGIV.2010.12>

Maher, M. (2015, October 9). Visual Effects: How Matte Paintings are Composited into Film. Retrieved from <https://www.rocketstock.com/blog/visual-effects-matte-paintings-composited-film/>

Migrant Mother. (2014). Retrieved from <https://www.pbs.org/wgbh/roadshow/stories/articles/2014/4/14/migrant-mother-dorothea-lange/>

Northwestern University. (2002). *What are the types of rocket propulsion?* <http://www.qrg.northwestern.edu/projects/vss/docs/propulsion/2-what-are-the-types-of-rocket-propulsion.html>

Northwestern University. (2002). *What is an oxidizer?*

<https://www.qrg.northwestern.edu/projects/vss/docs/propulsion/2-what-is-an-oxidizer.html>

O’Hailey, T. (2012). Hybrid animation: Integrating 2d and 3d assets. In *Hybrid Animation: Integrating 2D and 3D Assets*.

<https://doi.org/10.4324/9780080958422>

Pluralsight. (2014). *Understanding Dynamics - the Powerful Effects That Can Make Your 3D Life Easier*. [https://www.pluralsight.com/blog/film-](https://www.pluralsight.com/blog/film-games/understanding-dynamics-powerful-effects-can-make-3d-life-easier)

[games/understanding-dynamics-powerful-effects-can-make-3d-life-easier](https://www.pluralsight.com/blog/film-games/understanding-dynamics-powerful-effects-can-make-3d-life-easier)

Radke, R. J. (2010). Computer vision for visual effects. In *Computer Vision for*

Visual Effects (Vol. 9780521766). <https://doi.org/10.1017/CBO9781139019682>

Salla, O. (2017). *Mastering the Elements-Basics of 2D Effect Animation*. Kajaani

University of Applied Sciences.

Seagram Building. (n.d.). Retrieved from

[https://i.pinimg.com/originals/4e/0e/f3/4e0ef3214fe00344d279a2b660c20b74.jp](https://i.pinimg.com/originals/4e/0e/f3/4e0ef3214fe00344d279a2b660c20b74.jpg)
g

Spring Shower. (2008). Retrieved from [http://bookkake.com/2008/12/15/the-young-](http://bookkake.com/2008/12/15/the-young-sycamore-by-william-carlos-williams/)

[sycamore-by-william-carlos-williams/](http://bookkake.com/2008/12/15/the-young-sycamore-by-william-carlos-williams/)

The Street Enters The House. (n.d.). Retrieved from

https://commons.wikimedia.org/wiki/File:Umberto_Boccioni,_1911,_The_Street_Enter_the_House,_oil_on_canvas,_100_x_100.6_cm,_Sprenkel_Museum.jpg

Unique Forms of Continuity in Space. (n.d.). Retrieved from

<https://www.metmuseum.org/art/collection/search/485540>

Wells, P. (2013). Understanding animation. In *Understanding Animation*.

<https://doi.org/10.4324/9781315004044>

Williams, R. (2001). *The Animator's Survival Kit* (p. 372). Fiber & Fiber.

Wilson, J. (2006). *NASA - Solid Rocket Boosters*.

https://www.nasa.gov/returntoflight/system/system_SRB.html

Zwerman, S., & Okun, J. A. (2014). The VES handbook of visual effects: Industry standard VFX practices and procedures. In *The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures*.