



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

- Independent Cinema Office. (n.d.). *Segmentation Analysis*. Retrieved Oktober 2012, from ICO:
<http://www.independentcinemaoffice.org.uk/resources/how-to-start-a-local-cinema/understanding-audiences/segmentation-analysis>
- The University of Arizona. (2012). *Department of Sociology*. Retrieved Oktober 2012, from The University of Arizona:
<http://sociology.arizona.edu/undergraduate>
- Computer Arts. (2006, Mei 23). 20 Character Design Tips. *Computer Arts* .
- Kamus Besar Bahasa Indonesia. (2008). *Hasil Pencarian Kata tokoh*. (Universitas Indonesia) Retrieved Oktober 2012, from
<http://bahasa.cs.ui.ac.id/kbbi/kbbi.php?keyword=tokoh&varbidang=all&vardialek=all&varragam=all&varkelas=all&submit=tabel>
- Edupaint. (2012, Maret 9). Psikologi Warna dan Kesan yang Dibentuk.
edupaint.com , 1.
- Colour Affects. (2008-2013). *Psychological Properties of Colour*. Retrieved Oktober 2012, from Colour Affects: <http://www.colour-affects.co.uk/psychological-properties-of-colours>
- Puramoz Shared. (2012, Maret 10). Warna Pakaian Memperngaruhi Kondisi Psikologis. *Puramoz Shared* , 1.

Tiger Color. (2010-2012). *Basic color schemes - Introduction to Color Theory*.

Retrieved Oktober 2012, from Tiger Color:

<http://www.tigercolor.com/color-lab/color-theory/color-theory-intro.htm>

Pixar. (2012). *About*. Retrieved Oktober 2012, from Pixar:

<http://www.pixar.com/about>

ICS. (2012). *BTEC*. Retrieved October 2012, from ICS Learning:

<http://www.icslearn.co.uk/qualifications/btec.aspx>

Business and Technology Education Council. (-). Animation Technique. In B. a.

Council, *Unit 30 Animation Technique* (pp. 4-9). Glasgow: ICS Learn.

Dinas Kebudayaan Propinsi Daerah Tingkat I Bali. (1994). *Tata Busana Adat*

Bali. Bali: Dinas Kebudayaan Propinsi Daerah Tingkat I BAli.

Guigar, B. J. (n.d.). The Psychology of Character Design. *Netplaces* .

Whitehead, T. (n.d.). Disney Character Classification System.

Arwan. (2012, Februari 26). Psikologi Warna dalam Desain. *Belajardesa* .

Carlson, D. (2011). *David Report* (Issue 13/March 2011 ed.). Falsterba: David

Report.

Kricfalusi, J. (2009, Januari 1). *Character Design*. Retrieved Oktober 2012, from

johnkcurriculum: <http://johnkcurriculum.blogspot.com/2009/01/character-design.html>

Bennett, D. (2012). Character Design Principles.

Keane, G. (2006, Juli 23). *Rapunzel*. Retrieved Oktober 2012, from

[theartofglenkeane.blogspot.com:](http://theartofglenkeane.blogspot.com/)

<http://theartofglenkeane.blogspot.com/2006/07/rapunzel.html>

- Oliver, J. G. (2010, November 9). Disney's "Tangled" Character Design Development. *Academy of Art Character and Creature Design Notes* .
- Oliver, J. G. (2010, Desember 9). Model Sheets 101-Part 1. *Academy of Art Character and Creature Design Notes* .
- Oliver, J. G. (2010, Desember 14). Model Sheets 101-Part 2. *Academy of Art Character and Creature Design Notes* .
- Bancroft, T. (2006). *Creating Character with Personality*. New York: Watson-Guptill Publications.
- Nurgiantoro, B. (2010). *Teori Pengkajian Fiksi*. Yogyakarta, Indonesia: Gajah Mada University Press.
- Ramayel, F. (2012). *Perancangan Produksi Film Animasi "Hamukti Palapa"*. Jakarta: Universitas Bina Nusantara.
- Ramayel, F. (2012, Januari 11). *Perancangan Produksi Film Animasi "Hamukti Palapa"*. Retrieved Oktober 2012, from eprints:
<http://eprints.binus.ac.id/4084/>
- Anna, L. K. (2008, Oktober 9). Psikologi dan Arti Warna. *kompas.com* , 1.
- Desy, P. L. (2012). Color Therapy. *Healing.about.com* , 1.
- Heka, Y. (2012, Mei 14). 11 Makna Warna untuk Personality Anda. *Edukasi Kompasiana* , 1.
- Widiantoro, B. (2008). *Nirmana Warna 01*. Retrieved Oktober 2012, from
http://sintak.unika.ac.id/staff/blog/uploaded/5812008275/files/nirmana_warna01.pdf
- Subijanto, S. C. (2008). *Perancangan Concept Art Adaptasi dari novel "Turquoise" oleh Titon Rahmawan*. Surabaya: Universitas Kristen Petra.

- Johnston, F. T. (1981). *The Illusion of Life Disney Animation*. New York: Walt Disney Productions.
- Fritz, B. (2007, Maret 12). DreamWorks going #-D in 2009. *Variety* , 1.
- Halas, J. a. (1959). *The Technique of Film Animation*. East Sussex, United Kingdom: Hasting House.
- Shadrina, M. (2009). Sejarah Animasi. <http://marinishadrina.blogspot.com> , 1.
- Pratosta, H. (2008). Film Animasi dari Masa ke Masa. *Buletin Montase* , 1.
- Mertami, N. M. (1993). *Tata Rias Pengantin Bali*. Denpasar: Upada Sastra.
- Gumelar, M. S. (2011). *Comic Making*. Jakarta: PT Indeks.
- Stanchfield, W. (2009). *Drawn to Life*. (D. Hahn, Ed.) Oxford: Elsevier.
- Putro, H. D. (2010, Februari 10). Ayo Perbanyak Film Animasi Indonesia. (Primus, Ed.) *kompas.com* , 1.
- Iman, D. (2011, Desember 7). Animator Indonesia Tembus Hollywood Lewat 'Tintin'. *Voice of America Bahasa Indonesia* , 1.
- Sofia, M. (2012, Maret 5). Film Animasi 'The Lorax' Puncaki Box Office. *Showbiz* , 1.
- Citrayani, C. (2012). *Pengaplikasian Karakter 3D untuk Game Neo Tak Benteng Kuru Kingdom*. Tangerang: Universitas Multimedia Nusantara.