



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk menggubah, 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

- Crossley, Kevin. 2014. *Character Design from the Ground Up: Make Your Sketches Come to Life*. Hachette UK.
- Gie, Liang. 1979. *Kamus administrasi perkantoran*. Nur Cahaya.
- Günther, Hans F.K. 2011. *The Racial Elements of European History*. Historical Review Press.
- Khan, David. 1995. *Scriptwork: A Director's Approach to New Play Development*. SIU Press.
- Marco, Nick De. 2013. *Business is Your Business!*. Maggioli Editore.
- Marx, Christy. 2012. *Writing for Animation, Comics, and Games*. CRC Press.
- Milhorn, H. Thomas. 2006. *Writing Genre Fiction: A Guide to the Craft*. Universal-Publishers.
- Pardew, Les. 2008. *Character Emotion in 2D and 3D Animation*. Cengage Learning.
- Robert, Steve. 2013. *Character Animation: 2D Skills for Better 3D*. Burlington. MA: Elsevier Ltd.
- Su, Haitao & Vincent Zhao. 2012. *Alive Character Design: Character Design Course by Haitao Su*. China: China Youth Press, Roaring Lion Media Ltd.
- Withrow, Steve. 2009. *Secrets of Digital Animation*. Switzerland: Rotovision SA.
- Wright, Jean Ann. 2005. *Animation Writing and Development: From Script Development to Pitch*. Burlington. MA: Elsevier Ltd.