

6. REFERENCES

- Bancroft, T. (2006). Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels. Watson-Guptill ; Windsor Distributor.
- Bellantoni, P. (2017). If it's Purple, Someone's Gonna Die: The Power of Color in Visual Storytelling. Routledge.
- Egri, L. (1946). The Art of Dramatic Writing: Its Basis in the Creature Interpretation of Human Motives. Simon & Schuster.
- Liszka, J. J. (1996). A General Introduction to the Semiotic of Charles Sanders Peirce. Indiana University Press.
- Mannheim, K. (1928). Das Problem der Generationen. Routledge.
- Mannheim, K. (1952). The Problem of Generations. Routledge.
- Purwaningsih, D. A. (2018). Character Design in Indonesian Animated Series: Escaping the Shadow of Foreign Hegemony. *ULTIMART Jurnal Komunikasi Visual*, 9 (2), 48–60.
- Short T. (2007). Peirce's Theory of Signs. Cambridge University Press.
- Strauss, W., & Howe, N. (1992). Generations. William Morrow & Co.
- Stewart, M. (2006). Launching the imagination: A comprehensive guide to basic design. McGraw-Hill.
- Tortora, P., & Eubank, K. (1990). A Survey of Historic Costume. Fairchild.

UNIVERSITAS
MULTIMEDIA
NUSANTARA