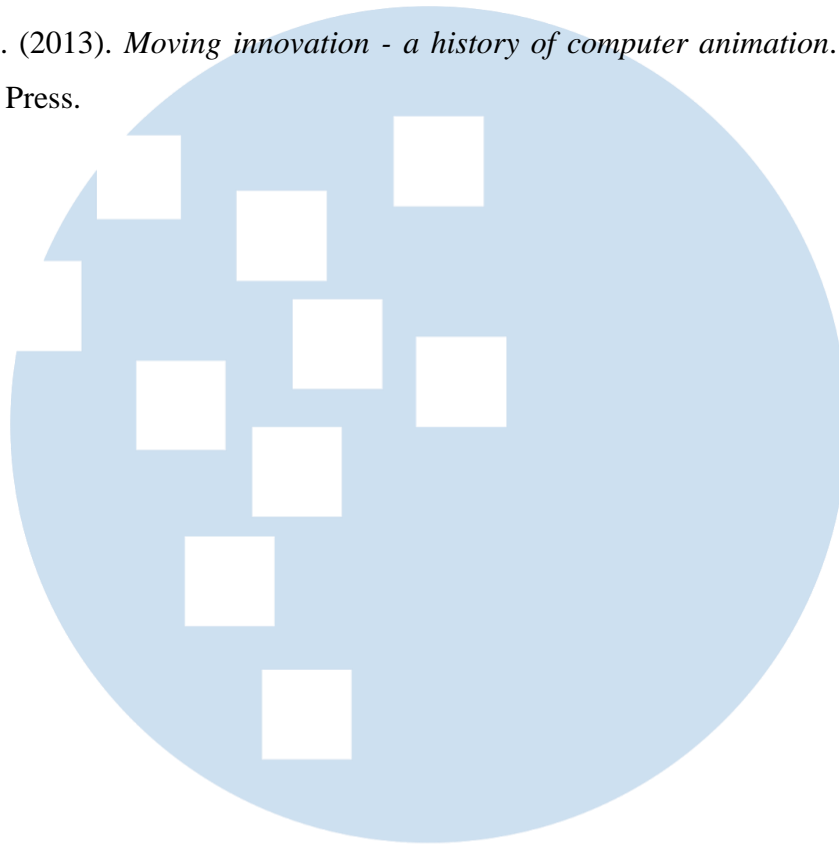


6. DAFTAR PUSTAKA

- Adis, F., & Widiastomo, Y. (2018). *Designing emotion of character by referencing from FACS in short animated film "Rana"*. *Ultimart: Jurnal Komunikasi Visual*. <https://doi.org/https://doi.org/10.31937/ultimart.v9i2.747>
- Adobe. (n.d). *Rigging and skeletal animation: what it is and how it works*. Didapat dari <https://www.adobe.com/uk/creativecloud/animation/discover/rigging.html>
- Beane, A. (2012). *3d animation: Essentials*. Indiana: John Wiley & Sons, Inc.
- Daulay, M. C., & Kusumawardhani, RR. M. (2020). Animation major for undergraduates: Practice and challenges. *Proceedings of the International Conference of Innovation in Media and Visual Design (IMDES 2020)*. <https://doi.org/10.2991/assehr.k.201202.069>
- Ekman, P., & Rosenberg, E. L. (Eds.). (2005) *What the face reveals: Basic and applied studies of spontaneous expression using the facial action coding system (FACS)* (2nd ed.). Oxford University Press.
- Faigin, G. (1990). *The artist's complete guide to facial expression*. New York: Watson-Guption Publications.
- Fansworth, B. (2022). *Facial action coding system (FACS) – A visual guidebook*. Didapat dari <https://imotions.com/blog/learning/research-fundamentals/facial-action-coding-system/>
- Infocus Film School. (2022). *The history of 3d animation: A deep dive*. Didapat dari <https://infocusfilmschool.com/history-of-3d-animation/>
- Kuan, S. K. S. (2021, March 22). *CGI animated short film: "Miles to Fly" by Stream Star Studio | CGMeetup*. YouTube. <https://www.youtube.com/watch?v=1oYvVDX8eN8>
- Namowicz, K., & Porras, S. (2023, April 22). *CGI animated short film: "Mime your manners" by Kate Namowicz & Skyler Porras | @CGMeetup*. YouTube. <https://www.youtube.com/watch?v=83yqxdMA4A4&t=21s>

O'Hailey, T. (2017). *Rig it right! maya animation rigging concepts*. Focal Press.

Sito, T. (2013). *Moving innovation - a history of computer animation*. The MIT Press.



UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA