6. DAFTAR PUSTAKA

Agoston, G. A. (1987). Color Theory and Its Application in Art and Design. *Springer Series in Optical Sciences*. doi:10.1007/978-3-540-34734-7

Alieva, S. (2023). The Language of Colour in Character Design. https://www.theseus.fi/bitstream/handle/10024/815951/Alieva_Sarra.pdf?sequence=2

Amidong, H. H. (2018). Penokohan dalam Karya Fiksi. https://osf.io/preprints/inarxiv/qf4ed

Corbett, D. (2019). The Compass of Character: Creating Complex Motivation for Compelling Characters in Fiction, Film, and TV. *Penguin*.

Diva, S., Purwaningsih, D. A. (2018). Character Designing with Visual Approach for Puppet Animation in A Hybrid Short Animation "Ihan". https://adada.info/journals/Vol.22_No.01-5.pdf

Lukmanto, C. M., Johanna, F. (2019). Character Animation Design of a Divine Being's Personification in 2D Animated Short Film "(IM)MORTAL THEATRE)".

Olesen, J. (2013). Color Meanings – The Symbolism and Power of Colors in Our Lives. https://www.color-meanings.com/

Sloan, R. J. S. (2015). Virtual Character Design: for Games and Interactive Media. *CRC Press LLC*.