

## 6. DAFTAR PUSTAKA

Bowen, C., & Thompson, R. (2013). *Grammar of the shot* (Third Edition). Focal Press.

Hart, J. (2013). *The art of the storyboard: Storyboarding for film, TV, and Animation*. Focal Press.

Katz, Steve D. (2019). *Film directing: Shot by shot - 25th anniversary edition: Visualizing from concept to Screen*. Wiese Productions, Michael.

Lukmanto, C. M. (2019). Shot visualization illustrating the behavior characteristic of low visually impaired person in a hybrid documentary animation. ADADA Proceeding 2019

Maio, A. (2023, September 7). *The Complete Guide to Storyboarding*. StudioBinder. <https://www.studiobinder.com/blog/what-is-a-storyboard/>

MIT Research - Brain Processing of Visual Information. (1996, December 19). MIT News | Massachusetts Institute of Technology. <https://news.mit.edu/1996/visualprocessing>

N., & N. (2023, April 20). Disney's 12 Principles Of Animation: Bringing Characters To Life. NYFA. <https://www.nyfa.edu/student-resources/12-principles-of-animation/>

Thomas, F., & Johnston, O. (1995, October 5). *The Illusion of Life*. Disney Editions Deluxe. [http://books.google.ie/books?id=2x0RAQAAMAAJ&q=illusion+of+life&dq=illusion+of+life&hl=&cd=1&source=gbs\\_api](http://books.google.ie/books?id=2x0RAQAAMAAJ&q=illusion+of+life&dq=illusion+of+life&hl=&cd=1&source=gbs_api)

Williams, W. R. (2019). Attending to the *visual* aspects of visual storytelling: Using art and design concepts to interpret and compose narratives with images. *Journal of Visual Literacy*, 38(1–2), 66–82. <https://doi.org/10.1080/1051144x.2019.1569832>

U N I V E R S I T A S  
M U L T I M E D I A  
N U S A N T A R A