

DAFTAR PUSTAKA

- Au, K. C. (2014). *Animation: 2D Versus 3D and Their Combined Effect*.
- Soenyoto, Partono. (2017). *Animasi 2D*. Jakarta: Elex Media Komputindo.
- Kusumawardhani, M. I., & Daulay, M. C. (2020). Animation: Medium and practice in Indonesia. *Proceedings of the International Conference of Innovation in Media and Visual Design (IMDES 2020)*.
<https://doi.org/10.2991/assehr.k.201202.068>



UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA