

6. DAFTAR PUSTAKA

- Albers, J. (2013). *Interaction of Color: 50th Anniversary Edition*. Yale University Press.
- Bellantoni, P. (2005). *If it's purple, someone's gonna die : the power of color in visual storytelling*. Elsevier/Focal Press.
- Bleicher, S. (2012). *Contemporary Color: Theory and Use*. Cengage Learning.
- Eiseman, L. (2017). *The Complete Color Harmony, Pantone Edition: Expert Color Information for Professional Results*. Rockport Publishers.
- Elliot, A. J., Fairchild, M. D., & Franklin, A. (Eds.). (2015). *Handbook of Color Psychology*. Cambridge University Press.
- El Masiakh, J. A. R., & Restuti, M. D. (2024). Analisis Perhitungan Biaya Untuk Menentukan Harga Jual Jasa Pemain Pengganti Game Online. *Perspektif Akuntansi*, 7(3), 253-267. <https://doi.org/10.24246/persi.v7i3.p253-267>
- Flavell, L. (2010). *Beginning Blender: Open Source 3D Modeling, Animation, and Game Design*. Apress.
- Karisma, N., Wulandari, Y. E., & Putri, S. A. (2024). Pandangan Gen Z Terhadap Pemanfaatan Gaming Mobile Legends sebagai Peluang Sumber Penghasilan. *ARDHI : Jurnal Pengabdian dalam Negri*, 2(6), 251-258. <https://doi.org/10.61132/ardhi.v2i6.956>
- Katatikarn, J., & Tanzillo, M. (2016). *Lighting for Animation: The Art of Visual Storytelling*. CRC Press LLC.
- Kratter, T. (2017). *The Color of Pixar*. Chronicle Books LLC.

- Li, W., Guo, Y., Lai, W., Wang, W., Li, X., Zhu, L., Shi, J., Guo, L., & Lu, C. (2023, February 8). Reciprocal relationships between self-esteem, coping styles and anxiety symptoms among adolescents: between-person and within-person effects. *Child and Adolescent Psychiatry and Mental Health*, 16. <https://doi.org/10.1186/s13034-023-00564-4>
- Lim, D., & Cheong, Y.-G. (2024, November 12-16). Integrating Plutchik's Theory with Mixture of Experts for Enhancing Emotion Classification. *Association for Computational Linguistics*, 857-867. 10.18653/v1/2024.emnlp-main.50
- Lukmanto, C. M. (2020). Coloring the World of Visually Impaired Character in 'Broken Faith'. *Advances in Social Science, Education and Humanities Research*, 502, 80-85. 10.2991/assehr.k.201202.057
- Rhyne, T.-M. (2017). *Applying Color Theory to Digital Media and Visualization*. CRC Press, Taylor & Francis Group.
- Shliakhovchuk, E., García, A. M., & Oliynyk, R. (2021). Gen Zers' Video Game Preferences and Learning Outcomes: Toward designing better games. *International Journal of Technology Enhanced Learning*, 13, 208-236. DOI: 10.1504/IJTEL.2020.10030278
- Shuo, S. (2021). The Manifestation of Animation and the Reform of Animation Teaching in Digital Media Era. *Advances in Vocational and Technical Education (2021) Clausius Scientific Press, Canada*, 3(2), 92-97. 10.23977/avte.2021.030218

Watanabe, L. D., & Fletcher, P. C. (2022). Are Fear and Anxiety Truly Distinct?.

Biological Psychiatry: Global Open Science, 2(4), 341-349.

<https://doi.org/10.1016/j.bpsgos.2021.09.006>

