

6. DAFTAR PUSTAKA

- Brown, B. (2021). *Cinematography: Theory And Practice: For Cinematographers And Directors*. Routledge
- Burelli, P. (2013). Virtual Cinematography in Games : Investigating the Impact on Player Experience. *International Conference On The Foundations Of Digital Games*. <https://doi.org/10.13140/2.1.4643>
- Hafidz, M., Belasunda, R., & Hendiawan, T. (2017). *DIRECTOR OF PHOTOGRAPHY FILM PENDEK KISAH YANG TAK TERBACA DIRECTOR OF PHOTOGRAPHY SHORT FILM KISAH YANG TAK TERBACA*. eProceedings of Art & Design 3
- Keating, P. (2019). The Art of Cinematography. In *The Palgrave Handbook of the Philosophy of Film and Motion Pictures*. https://doi.org/10.1007/978-3-030-19601-1_4
- Khidirova, K. S. (2023). VISUAL AND EXPRESSIVE MEANS OF CINEMATOGRAPHY. *Eurasian Journal of Social Sciences, Philosophy and Culture*, 03(02). <https://doi.org/10.37547/ejsspc-v03-i02-p1-24>
- Nevill, A. (2021). Towards a philosophy of cinematography. In *Towards a Philosophy of Cinematography*. <https://doi.org/10.1007/978-3-030-65935-6>
- Prasetyo, M. E. (2021). *KAJIAN VISUAL KOMPOSISI SIMETRIS DAN ASIMETRIS FOTOGRAFI SURREAL FASHION KARYA NATALIE DYBISZ*. <https://www.researchgate.net/publication/364110533>
- Sya'diyah, H., & Patria, A. S. (2023). Analysis of Basic Cinematography Component in The Short Film “Tilik” Directed by Wahyu Agung Prasetyo. *Ultimart: Jurnal Komunikasi Visual*. <https://doi.org/10.31937/ultimart.v16i1.3013>

UNIVERSITAS
MULTIMEDIA
NUSANTARA