

6. DAFTAR PUSTAKA

- Abdullah Sani, M. N., Mat Sin, N. S., & Umar, R. S. (2025). Framework of animation costume design in film *Upin and Ipin Keris Siamang Tunggal*. *International Journal of Creative Future and Heritage (TENIAT)*, 13(1), 39–54. <https://doi.org/10.47252/teniat.v13i1.1317>
- Alam, K. E., & Anggalih, N. N. (2024). Perancangan visual pada animasi mitigasi banjir untuk anak usia dini. *Jurnal Desain Grafis Aplikatif*, 2(2). <https://ejournal.unesa.ac.id/index.php/desgrafia/article/view/65225>
- Asiegbu Bature-Uzor, N. (2024). Costume, make-up and props as conveyors of culture in Nollywood. *International Journal of Current Research in the Humanities*, 27(1), 338–352. <https://doi.org/10.4314/ijcrh.v27i1.21>
- Berlianov, O. (2024). Analysis of character development on acting class by Konstantin Stanislavsky. *Misterius: Publikasi Ilmu Seni dan Desain Komunikasi Visual*, 1(4), 20–31. <https://doi.org/10.62383/misterius.v1i4.412>
- Cholik, M., & Umaroh, S. T. (2023). Pemanfaatan video animasi sebagai media pembelajaran di era digital. *JUPI (Jurnal Ilmiah Penelitian dan Pembelajaran Informatika)*, 8(2), 704–709. <https://doi.org/10.29100/jupi.v8i2.4121>
- Erlyana, Y., Everlin, S., & Yuwono, I. F. (2023). Analisis color palette berdasarkan rasa warna sebagai penguat daya tarik emosional dalam video anak. *Andharupa: Jurnal Desain Komunikasi Visual & Multimedia*, 9(3), 396–411. <https://doi.org/10.33633/andharupa.v9i03.7136>
- Fallgren, J.-H. (2024). Settlement, climate crisis and lordship in early medieval Scandinavia. *Current Swedish Archaeology*, 31, 143–181. <https://doi.org/10.37718/csa.2023.11>
- Gittos, H. (2025). *Sutton Hoo and Syria: The Anglo-Saxons who served in the Byzantine army? The English Historical Review*. <https://doi.org/10.1093/ehr/ceae213>
- Hamerow, H., Shortland, A., & Cameron, E. (2020). Early medieval garnet-inlaid metalwork: A comparative analysis of disc brooches from early Wessex. *The Antiquaries Journal*, 1–17. <https://doi.org/10.1017/S0003581520000463>
- Hann, R. (2018). *Beyond scenography*. Routledge. <https://doi.org/10.4324/9780429489136>

- Hook, G. R. (2023). Scenographic “stuff”: Attending to everyday objects in performance (and beyond). *Studies in Theatre and Performance*, 1–19. <https://doi.org/10.1080/14682761.2023.2258748>
- Khotimah, W., Syarifudin, B. F., & Pramita, A. (2023). Three-dimensional aspects of the main character in Delia Owens’ *Where the Crawdads Sing*. *CALL*, 5(1). <https://doi.org/10.15575/call.v5i1.20809>
- Kwangmuang, P., Jarutkamolpong, S., Duangngern, P., Gessala, N., & Sarakan, P. (2024). Promoting analytical thinking skills development in elementary school students through animated cartoons. *Computers in Human Behavior Reports*, 15, 100467. <https://doi.org/10.1016/j.chbr.2024.100467>
- Malahati, F., B., A. U., Jannati, P., Qathrunnada, Q., & Shaleh, S. (2023). Kualitatif: Memahami karakteristik penelitian sebagai metodologi. *Jurnal Pendidikan Dasar*, 11(2), 341–348. <https://doi.org/10.46368/jpd.v11i2.902>
- Naismith, R. (2024). The Anglo-Saxons: Myth and history. *Early Medieval England and Its Neighbours*, 51. <https://doi.org/10.1017/ean.2024.2>
- Panjaitan, A., & Rachman, A. (2023). Representasi artistik kebudayaan Indonesia dalam film animasi “Raya and The Last Dragon.” *REKAM: Jurnal Fotografi, Televisi, dan Animasi*, 19(2), 153–161. <https://doi.org/10.24821/rekam.v19i2.8566>

