

6. DAFTAR PUSTAKA

- Adib, A. N. (2025, April 8). 3D Animation Pipeline: A Start-to-Finish Guide (2025 update). *Dream Farm Studios*. <https://dreamfarmstudios.com/blog/3d-animation-pipeline/>
- Audrey Havey. (2022, November 1). The basic steps of an animation pipeline [Video]. YouTube. https://www.youtube.com/watch?v=ol1yZiH2_uc
- Cholodenko, A. (2022). *Animating Theory, theorising animation*: <https://www.openhumanitiespress.org/books/titles/animating-theory-1/>
- Friedrich, K. (2023). A systematic literature review concerning the different interpretations of the role of sustainability in project management. *Manag Rev Q* 73, 31–60. <https://doi.org/10.1007/s11301-021-00230-z>
- Kumar, M., & Dwivedi, R. K. (2020). Applicability of Scrum Methods in Software Development Process. *Social Science Research Network*. <https://doi.org/10.2139/SSRN.3610759>
- Nurjaman, M., Baturohmah, H., & Warman, C. (2024). GAME DEVELOPMENT PROJECT MANAGEMENT USING SCRUM FRAMEWORK: HYPERCASUAL GAME CASE STUDY “RUSH RUNNER” [Nusa Putra University]. In <https://ejournal.nusamandiri.ac.id/index.php/pilar/article/view/5555/1204>. <https://doi.org/10.33480/pilar.v20i2.5555>
- Pires, L., & Varajão, J. (2024). Creativity as a topic in project management – A scoping review and directions for research. *Thinking Skills and Creativity*, 51(February). <https://doi.org/10.1016/j.tsc.2024.101477>
- Schwaber, K., & Sutherland, J. (2020). *2020-Scrum-Guide-Indonesian*. November.

Sathpaty, T. (2022). *SCRUM* Body of Knowledge (SBOK Guide), Fourth Guide.
In *SCRUMstudy*.

Winder, C., & Dowlatabadi, Z. (2017). *Producing Animation* (T. Miller-Zarneke, Ed.; 2nd ed.). Taylor & Francis Group, 2017.
https://books.google.co.id/books?id=NrBiswEACAAJ&source=gbs_book_others_versions

