

6. DAFTAR PUSTAKA

- Azhari, I., & Afif, R. T. (2025). Pengaruh desain postur tubuh dan atribut sebagai media ungkap penggambaran sifat karakter pada desain karakter *Nine* (2009). *Besaung Jurnal Seni Desain Dan Budaya*, 10(2), 278–289.
- Jintapitak, M. (2023, March). Equivalent of Character Design for Design Thinking in Personal Character Design Process. In *2023 Joint International Conference on Digital Arts, Media and Technology with ECTI Northern Section Conference on Electrical, Electronics, Computer and Telecommunications Engineering (ECTI DAMT & NCON)* (pp. 16-20). IEEE.
- Kadmaerubun, G. R., Sosiowati, I. G. a. G., & Putra, I. K. S. (2023). *The analysis of three dimensions of the main character in Percy Jackson*. *Linguistika Buletin Ilmiah Program Magister Linguistik Universitas Udayana*, 30(1), 22. <https://doi.org/10.24843/ling.2023.v30.i01.p04>
- Maharani, S. A. I (2020). *The three dimensional aspects of the main character of The Great Gatsby*. *International Journal of Linguistics and Discourse Analytics*, 1(2), 40-45.
- PUTTACHAD, S. (2023). *Cross– cultural Character Design: the experiment on character's visual components and the development of a visual design guide* (Doctoral dissertation, Iwate University).
- Qi, Z., Li, J., Yang, X., & He, Z. (2025). How the characteristics of street color affect visitor emotional experience. *Computational Urban Science*, 5(1), 7.
- Susilo, S. L. Z., & Permatasari, I. (2024). Perancangan konsep dan inovasi desain karakter animasi “*Taste Treasure*”. *Jurnal Titik Imaji*, 7(2), 106–118. <http://journal.ubm.ac.id/index.php/titik-imaji/>
- Surasa, S. (2022). IMPLEMENTASI STRUKTUR CERITA *ARCHPLOT* PADA FILM ANIMASI *HYBRID* BERJUDUL *BHUMI. LEARNING* *Jurnal*

Inovasi Penelitian Pendidikan Dan Pembelajaran, 2(2), 179–190.

<https://doi.org/10.51878/learning.v2i2.1231>

Wibowo, M. C. (2024) Desain karakter tokoh animasi (2024). Yayasan Prima
Agus Teknik. 10(1). 1-102.

<https://penerbit.stekom.ac.id/index.php/yayasanpat/article/view/512>

Yu, K. L., & Tsao, Y.-C. (2022). *A STUDY OF CHARACTER DESIGN METHOD*.
The International Journal of Organizational Innovation (Online), 15(1), 75-
90.

