DAFTAR PUSTAKA

Arnston, A.E. (2003). *Graphic design basics*. Canada: Thomson Learning, Inc.

Bancroft, T. (2006). *Creating Character with Personality*. New Tork: Crown

Publishing Group.

Burgess, A (2019, 11 November). *Novel*. Diakses pada 11 November 2020. Diambil

dari https://www.britannica.com/art/novel

Cooney, D. (2011). *Writing and illustrating the graphic novel.* Hauppauge, NY:

Barrons.

Dewan, P. (2015). Words Versus Pictures: Leveraging the Research on Visual

Communication. *The Canadian Journal of Library and Information Practice*

and Research.

Eisner, W. (1990). *Comics and sequential art (expanded edition).* Tamarac, FL:

Poorhouse Press.

Evans, P. (2006). *Exploring publication design*. Amerika Serikat: Thomson/ Delman

Learning.

Fang, W. (2018). *Tensions in world literature: Between the local and the universal*.

Singapore: Palgrave Macmillan.

Getting to know graphic novel. (2017). Australia: Penguin Random House Australia.

Koenig, B. (2007). *Color workbook*. Upper Saddle River, NJ: Person Education, Inc.

Meon, J. (2017). *Will Eisner and the evolution of the graphic novel.* Diakses pada 28 September 2020. Diambil dari: https://theconversation.com/graphic-novels-are-overlooked-by-book-prizes-but-thats-starting-to-change-146740

McCloud, S. (1994). *Understanding comics: Writing and art*. New York: Harper Perennial.

McCloud, S. (2006). *Making Comics: Storytelling secrets of comics, manga, and graphic novels*. New York: William Morrow.

Murray, C. (2017, 2 Mei). *Graphic novel*. Britannica. Diakses pada 11 November 2020. Diambil dari https://www.britannica.com/art/graphic-novel

The Editors of Encyclopaedia Britannica. (2020, 30 April). *Fantasy*. Diakses pada 7 7 November 2020. Diambil dari https://www.britannica.com/art/fantasy-narrative-genre