

## DAFTAR PUSTAKA

- Acuna, Kirsten. Millions in Korea are obsessed with these revolutionary comics- now they're going global .(Februari 2016). Diakses pada 30 September 2020. <https://bit.ly/3kUDTdm>
- Agnes, Tia. Pembaca LINE Webtoon Indonesia Terbesar di Dunia. (Agustus 2016). Diakses pada 30 September 2020. <https://bit.ly/3caB1VU>
- Alexio, Paul dan Norris, Claire. The Comic Book Textbook vol.28 No.4 (2010): 73
- Badan Pengawas Obat dan Makanan Republik Indonesia. Persyaratan Keamanan dan Mutu Obat Tradisional (2019): 2. <https://bit.ly/3kUHLzS>
- Binus University. 'Streetwear' Model Fashion yang Disukai Anak Muda. Diakses pada 10 Oktober 2020. <https://bit.ly/30r3MYQ>
- Bourn, Jenniffer. Color Meaning. Diakses pada 04 Maret 2021. <https://www.bourncreative.com/meaning-of-the-color-yellow/>
- Buzan, Tony. Mind Map for Kids The Shortcut to Success at School. Jakarta: Penerbit PT Gramedia Pustaka Utama, 2007: 4,97
- Cambridge Dictionary. Speech Bubble. Diakses pada 21 September 2020. <https://dictionary.cambridge.org/dictionary/english/speech-bubble>
- Central Connecticut State University. World's Most Literate Nations. Diakses pada 30 September 2020. <https://www.ccsu.edu/wmln/rank.html>
- Chapman, Cameron. Use Your Inspiration- A Guide to Mood Boards. Diakses pada 11 Oktober 2020. <https://bit.ly/3qpC0GF>
- Cherry, Kendra. The Color Psychology of White. Diakses pada 11 Oktober 2020. <https://bit.ly/3bth1P1>
- Comic Book Artist. Comic Panels and Comic Layout. Diakses pada 21 September 2020. <https://bit.ly/3bv6JOg>
- Contreras, Ralph. Comic Art Terms- Negative Space. <https://bit.ly/38mjiJV>
- Converse International School of Languages. San Diego's Comic-con+onomatopoeia. Diakses pada 22 September 2020. <https://cisl.edu/san-diegos-comic-con-onomatopoeia/>
- Doyle, Mike. Elements of Art. *Steam* (2017): 1-5
- Eggleston, Brookes. What is Character Design? Diakses pada 22 September 2020. <https://www.youtube.com/watch?v=51YeZCqbpHg>

Eisemen, Leatrice. *The Complete Color Harmony, Pantone Edition Expert Color Information for Professional Color Results*. Beverly: Rockport Publishers, 2017: 17-36

Ekström, Hanna. How Can a Character 's Personality be Conveyed Visually , through Shape. *Game Design & Graphics* (2013): 9-10

Fandom.com. CLAMP. Diakses pada 12 Oktober 2020.  
<https://clamp.fandom.com/wiki/CLAMP>

Farinella, Matteo. *The Potential of Comics in Science Communication* (2018): 3

Feisol, Fadel Alief. *Streetwear Sebagai Identitas Budaya Masyarakat Urban*. *Jurnal Ilmu Komunikasi* (2018): 3

Fullmer, Donna. *Elements and Principles of Design*. *Studio Companion Series Basic* (2020): 4

Gardjito, Murdijati dan Harmayani, Eni dan Suharjono, Kamila Indraputri. Yogyakarta: Gadjah Mada University Press, 2018.

Getty, J. Paul. *Elements of Art*. Diakses pada 14 September 2020.  
<https://bit.ly/3cfEWR8>

Getty, J. Paul. *Principles Design*.(2012): 40-41

Hanson, Steve dan Beck, Leslie dan Flores, Nancy et.al. *A Guide to Color*. (2018): 2

Harususilo, Yohanes Enggar. "Why? Series", *Komik Pendidikan dengan Penjualan Lebih dari 2 Juta Eksemplar* (Maret 2020). Diakses pada 30 September 2020. <https://bit.ly/3cfd53s>

Hasanah, Umi Ma'rufah Uswatun. *Budaya Membaca di Kalangan Anak Muda*. (2012): 9-10

Hashim, Mohd Ekram Al Hafis Bin dan Idris, Muhammad Zaffwan. *Theoretical Framework and Development Motion Comic Instrument as Teaching Method for History Subject*. *International Journal of Academic Research in Business and Social Sciences* (2016): 254-257

Heiderich, Timothy. *Cinematography Techniques : The Different Types of Shots in Film*. *Videomaker* (2018): 7-9.

Henry. *Cerita Akhir Pekan: Sejarah Jamu Nusantara, Jadi Andalan untuk Jaga Kesehatan Sejak Era Sriwijaya* (Maret 2020). Diakses pada 29 September 2020. <https://bit.ly/30mJzU6>

Huguelet, M.C. *What is Streetwear Clothing?* Diakses pada 10 Oktober 2020.  
<https://www.wisegeek.com/what-is-streetwear-clothing.htm>

Ika. *UGM Kenalkan Jamu ke Generasi Milenial* (November 2019). Diakses pada 29 September 2020. <https://bit.ly/2N0kqvs>

Jirousek, Charlotte. Introduction to the Elements of Design: Point. Diakses pada 15 September 2020. <http://char.txa.cornell.edu/language/ELEMENT/element.htm>

Kamus Besar Bahasa Indonesia. Onomatope. Diakses pada 22 September 2020. <https://kbbi.web.id/onomatope>

Kementerian Pertanian Balai Penelitian Tanaman Rempah dan Obat. Tanaman Obat Warisan Tradisi Nusantara untuk Kesejahteraan Rakyat. Bogor: Balai Penelitian Tanaman Rempah dan Obat, 2019: 10-58.

Khoiri, Agniya dan Setyanti, Christina Andhika. Era Komik Digital, Bagaimana Nasib Komik Cetak?. (Agustus 2016). Diakses pada 29 September 2020. <https://bit.ly/3v7cFVQ>

Koosbudiwati, Any. Obat Herbal Indonesia Menghadapi Era Back to Nature (Mei 2019). Diakses pada 29 September 2020. <https://bit.ly/3bqD6h7>

Lidwell, William dan Holden, Kritina dan Butler, Jill. Universal Principles of Design. Massachusetts: Rockport Publishers, 2010: 50-226

Lloyd Sealy Library. Graphic Novels & Manga: Manga. Diakses pada 12 Oktober 2020. <https://bit.ly/3ctsYUr>

Lunberg, Anna. Color meanings and the art of using color symbolism. Diakses pada 11 Oktober 2020. <https://99designs.com/blog/tips/color-meanings/>

MasterClass. Writing 101: What Is the Hero's Journey? 2 Hero's Journey Examples in Film. Diakses pada 22 September 2020. <https://bit.ly/3qtxWp8>

MasterClass. How to Write Three Act Structure. Diakses pada 24 September 2020. <https://bit.ly/3v6AWev>

MasterClass. Guide to Streetwear Fashion: 4 Tips for Styling Streetwear. Diakses pada 10 Oktober 2020. <https://bit.ly/3t1KuFH>

McCloud, Scott. Understanding Comics the Invisible Art. New York: Harper Perennial, 1993: 65-67

Mollica, Patti. Special Subjects-Basic Color Theory: An Introduction to Color for Beginning Artists. California: Walter Foster Publisher, 2018: 25

Mullin, Sean. What is Delta in Math? Diakses pada 04 Maret 2021. <https://sciencing.com/delta-math-6678201.html>

Nursidik, Vira Nabila. Perkembangan Komik di Indonesia dari Era Cetak sampai Digital. (Agustus 2020). Diakses pada 30 September 2020. <https://bit.ly/3kTvEya>

Pacio, Andrew. The Design of Balance and Symmetry. Diakses pada 01 Oktober 2020. <https://bit.ly/30rSsM0>

Park, Yangjoo. Design Elements & Principles. Austin: University of Texas: 2

- Phillips, Tom. Nintendo's "kishōtenketsu" Mario level design philosophy explained. Diakses pada 24 September 2020. <https://bit.ly/3ciU2Wl>
- Pulse. Naver Webtoon tops 67 mn monthly active users in Aug. (September 2020). Diakses pada 30 September 2020. <https://pulsenews.co.kr/view.php?year=2020&no=927016>
- Rahwani, Anisa. The Brave New World of Webcomics: Making Sense of Platforms, Publishers, and a Snowballing Popularity (July 2018). Diakses pada 30 September 2020. <https://bit.ly/3v6SMhi>
- Resnick, Elizabeth. Design for Communication Conceptual Graphic Design Basics. New Jersey: John Wiley & Sons, 2003: 24-25
- Repository Publikasi Kementerian Pertanian. Tanaman Obat: Warisan Tradisi Nusantara untuk Kesejahteraan Rakyat. Diakses pada 12 Oktober 2020. <https://bit.ly/3bsLoVS>
- Sale, Teel dan Betti, Claudia. Drawing a Contemporary Approach. Belmont: Thomson Wadsworth, 2008: 92
- Sessions College. Color Wheel-Color Calculator. Diakses pada 01 Oktober 2020. <https://www.sessions.edu/color-calculator/>
- Setyanti, Christina Andhika. Alasan Anak Muda Enggan Minum Jamu (April 2015). Diakses pada 29 September 2020. <https://bit.ly/30nr420>
- Shah, Jahnavi. Slice of life: Use of the Kishōtenketsu (conflict-absent narrative) method of story-telling in animation to create appealing stories. *New Design* (2017): 4.
- Shono. Tutorial Tuesday: Comic Composition (part 1). Diakses pada 21 September 2020. <http://shawnmccauley.com/news/?p=366>
- Smith, Craig. Motion Comics: The Emergence of a Hybrid Medium. *Writing Visual Culture* (2015): 4-15.
- Song, Won Chan. Speed-Line for 3D Animation. *Interactive Multimedia & Design Production* (2005): iii
- Stewart, Meghan. Here's How to Take Out the Mystery of Paint Undertones. Diakses pada 01 Oktober 2020. <https://bit.ly/38pkNap>
- Tabarsi, Anahita. 12 Principles of Animation - Follow Through and Overlapping Action. Diakses pada 01 Oktober 2020. <https://bit.ly/3v3ZViy>
- Todorovic, Dejan. Gestalt Principles. *Scholarpedia* (2008): 4-25
- Thomas, Frank dan Johnston, Ollie. The Illusion of Life Disney Animation. New York: Walt Disney Productions, 1981: 48-69.
- Tvtropes. Motion Comic. Diakses pada 30 September 2020. <https://bit.ly/3v4xgdm>

- Ubaidillah. Minat Baca Mahasiswa Milenial Terhadap Sumber-Sumber Online dan Cetak. Diakses pada 30 September 2020. <https://dpk.bantenprov.go.id/Aktivitas/topic/106>
- Velarde, Orana. What Is Gender-Neutral Design? Here's How and When to Use It. Diakses pada 11 Oktober 2020. <https://bit.ly/2OAYyY1>
- Vogler, Christopher. The Stages of Hero's Journey. (2003): 2-9. Diakses pada 22 September 2020. <https://bit.ly/3eiQCp2>
- Ward, Susan. Target Marketing and Market Segmentation. Diakses pada 11 Oktober 2020. <https://www.thebalancesmb.com/target-marketing-2948355>
- Wendigo, Doc. Character Design: An Introduction. Diakses pada 22 September 2020. <https://bit.ly/3rvQq9M>
- Wheeler, L.Kip. Classical Plot Structure. (2004): 1. Diakses pada 23 September 2020. <https://bit.ly/3rpn4tz>
- Wiche, Aaron Dale. Ligne Claire. Diakses pada 12 Oktober 2020. <https://bit.ly/3btLah7>
- Williams, Robin. The Non-Designer's Design Book. San Francisco: Peachpit Press, 2015: 107
- Wilson, Jeffrey L. Everything You Need to Know About Digital Comics (July 2019). Diakses pada 30 September 2020. <https://bit.ly/3ejJBnV>
- Winchester, Ashly. The Only Color Combinations Cheat Sheet You'll Ever Need. Diakses pada 01 Oktober 2020. <https://bit.ly/2Oco3ig>
- Words to Use. Words for Women. Diakses pada 12 Oktober 2020. <https://www.words-to-use.com/words/women/>
- Written Sound Onomatopoeia Dictionary. Diakses pada 22 September 2020. <https://www.writtensound.com/index.php?term=comics>
- Zulfikar, Fachrezy. Inilah Macam-macam Jamu Khas Indonesia. Diakses pada 01 Oktober 2020. <https://bit.ly/3rzpQfS>