

DAFTAR PUSTAKA

- 21 Draw. n.d. *The Character Designer : Learn from the Pros.*
- Ahmad Sajidin. 2020. "Mengenal Semarang Sebagai Tuan Rumah Kebudayaan Bersama." <https://www.pmiisemarang.or.id/>. March 6, 2020.
- Andersson, Jennie, Åsa Öberg, and Yvonne Eriksson. n.d. "The Use of Storyboard to Capture Experiences."
- Angeline, Mia. 2015. "Mitosis Dan Budaya." *Humaniora* 6, no. April (April): 190. <https://doi.org/10.21512/humaniora.v6i2.3325>.
- Author: A. Rothstein. 2020. "Color Theory in Film: A Video Producer's Guide." <https://www.ipr.edu/>. August 20, 2020.
- BPS. 2015. "Mengulik Data Suku Di Indonesia." <https://www.bps.go.id/>. 2015. <https://www.bps.go.id/news/2015/11/18/127/mengulik-data-suku-di-indonesia.html>.
- Brunick, Kaitlin, and James Cutting. 2014. "Coloring the Animated World: Exploring Human Color Perception and Preference through the Animated Film." In .
- Budi Kristiadji. 2010. "'Penataan Bukit Gombel, Semarang Dengan Bangunan Multifungsi " Penekanan Pada Green Architecture." Semarang.
- "Color Psychology." 2022. January 3, 2022. <https://www.colorpsychology.org/>.
- Edward Burnett Tylor. 1920. *Primitive Culture Vol.1*. Vol. 1.
- Eric Karjaluto. 2014. *The Design Method A Philosophy and Proses A Philosophy and Process for Functional Visual*. Edited by Nikki Echler McDonald. United States: New Riders.

- Evans, Poppy, and Mark Thomas. 2012. "Third Edition Exploring the Elements of Design." www.cengage.com/highered.
- Fujiki, Kosuke. 2015. "My Neighbor Totoro: The Healing of Nature, the Nature of Healing." *Journal of the Environmental Humanities*. Vol. 2. <https://muse.jhu.edu/article/614508>.
- Hayao Miyazaki. 2005. *The-Art-of-My-Neighbor-Totoro*. VIZ Media LLC.
- Jane B. Brooks. 2006. *The Process of Parenting*. McGraw-Hill Higher Education.
- Kemenpppa. 2022. "Pola Asuh Layak Anak, Kemenpppa Gencarkan Sosialisasi Keluarga 2p." <https://kemenpppa.go.id/>. April 2, 2022. <https://www.kemenpppa.go.id/index.php/page/read/29/3830/pola-asuh-layak-anak-kemenpppa-gencarkan-sosialisasi-keluarga-2p-pelopor-dan-pelapor>.
- Kuisma, Jarmo, Jaana Simola, Liisa Uusitalo, and Anssi Öörni. 2010. "The Effects of Animation and Format on the Perception and Memory of Online Advertising." *Journal of Interactive Marketing* 24, no. November (November): 269–82. <https://doi.org/10.1016/j.intmar.2010.07.002>.
- Kurniawan, Syamsul. 2019. "Pantang Larang Bermain Waktu Magrib (Kajian Living Hadis Tradisi Masyarakat Melayu Sambas)." *Jurnal Living Hadis* 4, no. 1 (September): 1. <https://doi.org/10.14421/livinghadis.2019.1629>.
- Mark Simon. 2003. *Producing Independent 2D Character Animation*. Burlington: Elsevier Science.
- Melo, Celso, and Jonathan Gratch. 2009. *The Effect of Color on Expression of Joy and Sadness in Virtual Humans*. <https://doi.org/10.1109/ACII.2009.5349585>.

- Mollica, Patti. 2018. *Special Subjects: Basic Color Theory: An Introduction to Color for Beginning Artists - PDFDrive.Com*. Walter Foster Publishing.
- Nadia Stefyn. 2022. "What Is 2D Animation? Everything You Need to Know." January 1, 2022. <https://www.cgspectrum.com/blog/what-is-2d-animation>.
- Narum Khorihha. 2021. "3 Mitos Berkaitan Dengan Waktu Magrib Dan Dipercaya Hingga Sekarang." Sonora.ID. December 13, 2021. <https://www.sonora.id/read/423042748/3-mitos-berkaitan-dengan-waktu-magrib-dan-dipercaya-hingga-sekarang>.
- Noam Kroll. 2022. "The Psychology Of Color Grading & Its Emotional Impact On Your Audience." Noamkroll.Com. June 12, 2022. <https://noamkroll.com/the-psychology-of-color-grading-its-emotional-impact-on-your-audience/#comments>.
- Ollie Johnston, and Frank Thomas. 1995. *The Illusion of Life: Disney Animation*. New York: Disney Animation.
- Paul Christensen. 2008. *The "Wild West": The Life and Death of a Myth*. Vol. 93. Southern Methodist University.
- Rita Pranawati, MA, SEUI, ME, MM Naswardi, and M.SI Sander Diki Zulkarnaen. 2015. *Kualitas Pengasuhan Anak Indonesia*. Jakarta: Komisi Perlindungan Anak Indonesia.
- Roy Thompson, and Christopher J. Bowen. 2009. *Grammar of the Shot*. Oxford: Focal Press .
- Septemuryantoro, Syaiful. 2020. "POTENSI AKULTURASI BUDAYA DALAM MENUNJANG KUNJUNGAN WISATAWAN DI KOTA SEMARANG."

LITE: Jurnal Bahasa, Sastra, Dan Budaya 16, no. March (March): 75–94.

<https://doi.org/10.33633/lite.v1i1.3434>.

Setiyo Prihatmoko Se, S.Kom, M.Kom. 2022. “10 Teknik Pembuatan Animasi.”

June 30, 2022. <http://desain-grafis-s1.stekom.ac.id/informasi/baca/10->

[Teknik-Pembuatan-](http://desain-grafis-s1.stekom.ac.id/informasi/baca/10-)

[Animasi/e644b1ce2bae6d3869f07c27297457a9978ec168](http://desain-grafis-s1.stekom.ac.id/informasi/baca/10-).

Shani Rasyid. 2020. “Diduga Bekas Pemakaman Massal, Ini 6 Fakta Bukit

Gombel Di Semarang.” [Https://Www.Merdeka.Com/](https://Www.Merdeka.Com/). June 2, 2020.

<https://www.merdeka.com/jateng/diduga-bekas-pemakaman-massal-ini-5->

[fakta-bukit-gombel-di-semarang.html](https://www.merdeka.com/jateng/diduga-bekas-pemakaman-massal-ini-5-).

Soegihartono. 2015. “Pengaruh Akulturasi Tionghoa & Jawa Dalam

Perkembangan Bisnis Di Semarang.”

<https://www.pmiisemarang.or.id/mengenal-semarang-sebagai-tuan-rumah>.

StudioBinder. 2017. “4 Pixar Story Rules That Make Characters Memorable.”

<https://www.youtube.com/watch?v=UdDZFr31ApE>.

urbanlejen. 2013. *Hantu ... Dari Suster Ngesot Sampai Sundel Bolong*. MediaKita.

Weiyin Hong, James Y. L. Thong, and Kar Yan Tam. 2004. “Does Animation

Attract Online Users’ Attention? The Effects of Flash on Information Search

Performance and Perceptions,” March (March).