

DAFTAR PUSTAKA

- 9 *Manfaat Teknologi Digital dalam Kehidupan Sehari-hari*. (2024, August 4). Amartha. <https://amartha.com/blog/work-smart/sembilan-manfaat-teknologi-digital/>
- A Beginner's Guide to Composition for Beginner's Artist*. (n.d.). IAMAG MASTER CLASS. Retrieved November 3, 2024, from <https://masterclasses.iamag.co/pages/a-beginners-guide-to-composition-for-concept-artists>
- A Complete Guide on Environment Concept Art*. (n.d.). Argentics. Retrieved November 1, 2024, from <https://www.argentics.io/a-complete-guide-on-environment-concept-art>
- Aisyah, A. W. F. (2017, October 2). *10 Motif Batik Populer dari Berbagai Daerah*. <https://www.goodnewsfromindonesia.id/2017/10/02/10-motif-batik-populer-dari-berbagai-daerah>
- Apa itu Concept Art?* (n.d.). Carrot Academy. Retrieved November 1, 2024, from <https://www.carrotacademy.com/apa-itu-concept-art/>
- Artchive. (2024, August 4). *What is Concept Art? Examples, Types, Process*. Artchive.
- Callista, H. (2023). *Perancangan environmental graphic design untuk Perpustakaan Nasional Republik Indonesia = Environmental graphic design for the National Library of the Republic of Indonesia*.
- Carter, E. J., Mahler, M., Landlord, M., McIntosh, K., & Hodgins, J. K. (2016). Designing animated characters for children of different ages. *Proceedings of IDC 2016 - The 15th International Conference on Interaction Design and Children*, 421–427. <https://doi.org/10.1145/2930674.2930681>
- Chandra, S. (2022, March 26). *7 Manfaat Menonton Animasi untuk Perkembangan Otak Anak*. <https://www.popmama.com/kid/4-5-years-old/sania-chandra/manfaat-menonton-animasi-pada-perkembangan-otak-anak>
- Christopher A. Farrell. (2024, March 19). *What Is Generation Alpha? Meaning, Characteristics, and Future*. Investopedia. <https://www.investopedia.com/generation-alpha-definition-8606114#:~:text=Definition,evolving%20economy%20and%20climate%20change>.
- Cintai Warisan Budaya Indonesia, Bangga Berbatik*. (n.d.). Kementrian Keuangan RI Direktorat Jenderal Perbendaharaan. Retrieved October 31, 2024, from <https://djpb.kemenkeu.go.id/kppn/sukabumi/id/pojok-umkm-2/oncom/3080-cintai-warisan-budaya-indonesia,-bangga-berbatik.html>
- Concept Art - Everything You Need To Know*. (n.d.). NFI. Retrieved November 1, 2024, from <https://www.nfi.edu/concept-art/>
- Daniel Hesford. (2013). 'Action... Suspense... Emotion!': The Trailer as Cinematic Performance. *Frames Cinema Journal*. <https://framescinemajournal.com/article/action-suspense-emotion-the-trailer-as-cinematic-performance/>
- Direktorat Warisan dan Diplomasi Budaya. (2016, May 18). *Batik Pagi Sore Pekalongan*. <https://kebudayaan.kemdikbud.go.id/ditwdb/batik-pagi-sore-pekalongan/>
- Elliott, I. M. (2004). *BATIK: Fabled Cloth of Java*. Periplus Editions.

- Environmental Concept Art and Design*. (n.d.). Adobe. Retrieved November 1, 2024, from <https://www.adobe.com/uk/creativecloud/illustration/discover/environmental-concept-art.html#:~:text=Environmental%20concept%20art%20is%20all,TV%20show%20will%20take%20place>.
- Ferry, D., Kamil, D., Tarbiyah dan Ilmu Keguruan, F., Agama Islam Negeri Kerinci, I., & Penuh, S. (n.d.). Peningkatan Hasil Belajar Biologi Siswa Melalui Penerapan Media Video Animasi Tiga Dimensi (3D). *J. Pedagogi Hayati*, 3(2). *Foreshortening*. (2022, March 28). Britannica. <https://www.britannica.com/art/foreshortening>
- Gillis, Alexander. S. (2024, February). *uncanny valley*. Tech Target. <https://www.techtarget.com/whatis/definition/uncanny-valley#:~:text=The%20uncanny%20valley%20is%20a,aren't%20quite%20convincingly%20realistic>.
- Glatch, S. (2024, May 31). *The 5 Elements of Dramatic Structure: Understanding Freytag's Pyramid*. Writers.Com. <https://writers.com/freytags-pyramid>
- Hafadzoh, S. (2019, December 2). *7 Manfaat Anak Bermain di Luar Ruangan yang Jarang Disadari Orang Tua*. Hai Bunda. <https://www.haibunda.com/parenting/20191201094921-61-69846/7-manfaat-anak-bermain-di-luar-ruangan-yang-jarang-disadari-orang-tua>
- Haurissa, A. M., Dewi, A. K., Desi, N. L., Diana, I., Desain, S., Visual, K., Rupa, S., & Desain, D. (n.d.). *Karya Ilmiah ISI Denpasar Perancangan Ilustrasi Concept Art Untuk Sinematik Bumper Intro (Concept Art Illustration Design For Cinematic Bumper Intro)*.
- Kench, S. (2022, July 31). *What is World Building - Definition, Examples & Techniques*. Studiobinder.
- Luthfiyah, R. (2024, September 13). *Pernah dengar Istilah Ipad Kids? Ini Tips Parenting yang Benar Agar Anak tidak Kecanduan Gadget*. Jawapos.Com. <https://www.jawapos.com/lifestyle/015083855/pernah-dengar-istilah-ipad-kids-ini-tips-parenting-yang-benar-agar-anak-tidak-kecanduan-gadget>
- Merriam-Webster. (n.d.). *Trailer*. Merriam-Webster.Com Dictionary. Retrieved February 19, 2025, from <https://www.merriam-webster.com/dictionary/trailer>
- Morissan, M. A. (2017). *Manajemen Public Relations: Strategi Menjadi Humas Profesional*. Jakarta: Prenada Media Group (1st ed., Vol. 1).
- Najmah, D. J. (2024, February 5). *Mayoritas serial kartun tersebut banyak mengangkat genre komedi*. Brillo.Net. <https://www.brilio.net/film/10-serial-kartun-yang-terkenal-di-indonesia-ada-favoritmu-200204g.html>
- Perspective Coursework Guide*. (n.d.). TATE. Retrieved November 4, 2024, from <https://www.tate.org.uk/art/student-resource/exam-help/perspective#:~:text=Perspective%20in%20art%20usually%20refers,present%20dramatic%20or%20disorientating%20images>.
- Pratama, Y. A., Rachman, A., & Kurniawan, R. A. (2022). Pengenalan Motif Batik Megamendung melalui Animasi 2D Karakter Genderuwo. *Jurnal Desain*, 10(1), 73. <https://doi.org/10.30998/jd.v10i1.13143>
- Putra, J. S., Yosela, S., & Laurencia, J. (2024). Concept art for 2D animation film adaptation of short story Colorful Mind. *Cipta*, 2(3), 323–332. <https://doi.org/10.30998/cipta.v2i3.2707>

- Putri, M. R. D., & Nurcahyani, I. (2021, April 16). *Kenal medsos lebih dini, 87 persen anak sudah bermedia sosial*. ANTARA. <https://www.antaranews.com/berita/2105234/kenal-medsos-lebih-dini-87-persen-anak-sudah-bermedia-sosial>
- Putri, R. (2024, June 3). *Omah Lawang Songo Khas Pekalongan, Bukan Sekadar Bangunan, Mengajarkan Falsafah Hidup*. Good News From Indonesia. <https://www.goodnewsfromindonesia.id/2024/06/03/omah-lawang-songo-khas-pekalongan-bukan-sekadar-bangunan-mengajarkan-falsafah-hidup>
- Putri, V. K. M., & Gischa, S. (2021, June 15). *Literasi Digital: Pengertian, Prinsip, Manfaat, Tantangan dan Contoh* Artikel ini telah tayang di Kompas.com dengan judul “Literasi Digital: Pengertian, Prinsip, Manfaat, Tantangan dan Contoh.” Kompas.Com. <https://www.kompas.com/skola/read/2021/06/15/142539669/literasi-digital-pengertian-prinsip-manfaat-tantangan-dan-contoh>.
- Ramadhan, V. A., & Sukron, M. I. W. (2023, November 23). *Dampak Gadget Terhadap Perkembangan Anak: Memahami Efek Positif dan Negatif*. <https://clsd.psikologi.ugm.ac.id/2023/11/23/dampak-gadget-terhadap-perkembangan-anak-memahami-efek-positif-dan-negatif/>
- Repetition Principles of Design | Definition, Uses & Examples*. (n.d.). Study.Com. Retrieved November 4, 2024, from <https://study.com/academy/lesson/repetition-as-a-principle-of-design.html#:~:text=Repetition%20in%20art%20implies%20the,or%20movement%20in%20the%20user>.
- RG. (2020, September 21). *KPI Mendorong Peningkatan Produksi Animasi Lokal*. Komisi Penyiaran Indonesia. <https://kpi.go.id/id/umum/38-dalam-negeri/35921-kpi-mendorong-peningkatan-produksi-animasi-lokal>
- Rowse, D. (n.d.). *Rule of Thirds in Photography: The Essential Guide*. Retrieved November 4, 2024, from <https://digital-photography-school.com/rule-of-thirds/>
- Rybalska, S. (n.d.). *CHARACTER DESIGN IN ANIMATION – EVOLUTION AND MODERNITY*.
- Schefold, R., Nas, P. J. M., & Domenig Gaudenz (Eds.). (2003). *Indonesian houses* (Vol. 1). KITLV Press.
- Scott, D. (2019, June 24). *How to Use Framing to Improve Your Compositions*. <https://drawpaintacademy.com/framing/>
- Setyaningrum, P. (2022, December 6). *Mengenal Motif Batik Parang, Batik Larangan yang Tidak Boleh Sembarang Digunakan* Artikel ini telah tayang di Kompas.com dengan judul “Mengenal Motif Batik Parang, Batik Larangan yang Tidak Boleh Sembarang Digunakan.” Kompas.com. <https://yogyakarta.kompas.com/read/2022/12/06/135804178/mengenal-motif-batik-parang-batik-larangan-yang-tidak-boleh-sembarang?page=all>.
- Shahbazi, N. (2024, October 23). *Step by Step Concept Art*. Pixune. <https://pixune.com/blog/concept-art-process/>
- Sitanggang, D. D. K. P. (2022, July 21). *Apa itu Butterfly Effect? Ini Contoh Dalam Kehidupan Sehari-hari*. DetikJabar. <https://www.detik.com/jabar/berita/d-6191296/apa-itu-butterfly-effect-ini-contoh-dalam-kehidupan-sehari-hari>

- Sri Rahayu, N., Mulyadi, S., & Elan. (2021). ANALISIS PENGGUNAAN GADGET PADA ANAK USIA DINI. In *Desember* (Vol. 5, Issue 2). <https://ejournal.upi.edu/index.php/agapedia/article/view/40743>
- Stebleva, J. (2024, September 13). *How to Craft an Engaging Movie Trailer*. Filmustage. <https://filmustage.com/blog/how-to-craft-an-engaging-movie-trailer/>
- Suryani, I., Bakiyah, H., Isnaeni, M., Komunikasi, F., Ubsi, B., & Sitasi, C. (n.d.). *STRATEGI PUBLIC RELATIONS PT HONDA MEGATAMA KAPUK DALAM CUSTOMER RELATIONS*.
- Tillman, B. (2019). *Creative Character Design 2e* (2nd ed.). CRC Press.
- Tresnadi, C., & Ratuannisa, T. (2023). *Batik Digital dalam Inovasi Desain Animateutik (Animasi Batik Tulis) Bergaya Maduraan*. https://www.researchgate.net/publication/372587840_Batik_Digital_dalam_Inovasi_Desain_Animateutik_animasi_batik_tulis_Bergaya_Maduraan
- Vidufayer. (n.d.). *Basic Perspective - Vanishing Points and Simple Backgrounds*. Retrieved November 4, 2024, from <https://tips.clip-studio.com/en-us/articles/4301>
- Wall, S. (2022, October 17). *What is Character Design?* <https://www.cgspectrum.com/blog/what-is-character-design>
- What is a prop artist?* (n.d.). CGHero. Retrieved November 3, 2024, from <https://cghero.com/glossary/prop-artist-3d>
- What is Shape Language?* (n.d.).
- Wijaya, P. (2021). *Perancangan konsep visual film animasi dua dimensi adaptasi novel (studi kasus: Omen)*. 47. <https://repository.uph.edu/id/eprint/39631/>
- YouTube punishes Logan Paul over Japan suicide video*. (2018, January 11). BBC. <https://www.bbc.com/news/world-asia-42644321>
- Yuliani, W. (2018). *QUANTA METODE PENELITIAN DESKRIPTIF KUALITATIF DALAM PERSPEKTIF BIMBINGAN DAN KONSELING*. 2(2). <https://doi.org/10.22460/q.v2i1p21-30.642>