

## DAFTAR PUSTAKA

- 3DTotal. (2013). *Artfundamentals: color, light, composition, anatomy, perspective and depth*. 3DTotal.com.Ltd
- Arntson, Amy E. (2011). *Graphic Design Basics*. Boston USA: Cengage Learning Publisher.
- Berger, John. (2011). *Another Way of Telling*. New York USA: Random House Publisher.
- Danandjaja, James. (1991). *Folklore Indonesia*. Jakarta: PT. Pustaka Utama Grafitti.
- Darmono, Sapardi Djoko. (2014). *Alih Wahana*. Editum.
- Desmita. (2005). *Psikologi Perkembangan*. Bandung: Remaja Rosda Karya.
- Hutcheon, Linda. (2006). *A Theory Of Adaptation*. New York: Routledge
- Kennedy, Sam R. (2013). *How to Become a Video Game Artist: The Insider's Guide to Landing a Job in the Gaming World Kindle Edition*. New York City : Watson-Guptill
- Santosa, Sigit. (2002). *Advertising Guide Book*. Jakarta: Gramedia Pustaka Utama
- Saulter, Joseph. . *Introduction to Video Game Design and Development*. New York: McGraw-Hill
- Schell, Jesse. (2008). *The Art of Game*. Burlington: Morgan Kaufmann.
- Setiawan, Fajareka. (2015). *Perancangan Concept Art Video Game "The Art Of Rwa Bhineda"*. Yogyakarta: Institut Seni Indonesia
- Sumardjo, Jacob. (2010). *Estetika Paradoks Edisi Revisi*. Bandung: Sunan Ambu Press
- Sumardjo, Jakob. (2009). *Simbol-Simbol Artefak Budaya Sunda*. Bandung: Kelir.
- Sumardjo, Jakob. (2013). *Simbol-Simbol Mitos Pantun Sunda*. Bandung: Kelir.

Tabrani, Primadi. (2005). *Bahasa Rupa*. Bandung: Penerbit Kelir.

Sumber lain:

Creative Skill Set. Concept Artist. Diakses dari [http://creativeskillset.org/job\\_roles\\_and\\_stories/job\\_roles/3072\\_concept\\_artist](http://creativeskillset.org/job_roles_and_stories/job_roles/3072_concept_artist). 5 Oktober 2015,01:20WIB

Pickthall, Jason. 2012. Just What is Concept Art! Diakses dari <http://www.creativebloq.com/career/what-concept-art-11121155>. 24 September 2015,23:13WIB

randbin. 2012. What is Concept Art. <http://www.randbin.com/what-is-concept-art/>. 5 Oktober 2015,03:54WIB

SALZBURN Design. 2012. Elements of Creating Successful Concept Art. Diakses dari <http://salzburndesigns.com/gaming/concept-art-elements/>. 5 Oktober 2015, 02:48WIB

The Carrot Academy. 2013. 8 Langkah Membuat Concept Art Keren!. Diakses dari <http://www.carrotacademy.com/battle-kuska-concept-art-mark-bulahao/>. 8 Oktober 2015, 09:54WIB

The Carrot Academy. 2013. Apa itu CONCEPT ART ?. Diakses dari <http://www.carrotacademy.com/apa-itu-concept-art/>. 14 September 2015, 04:35 WIB