

DAFTAR PUSTAKA

- Anwar, M. S. 2018. "Tinjauan Etika Bisnis Islam Terhadap Jual Beli Ayam Bangkok Sabung." INSTITUT AGAMA ISLAM NEGERI METRO.
- Atriana, Rina. 2015. "Mendikbud: Cerita Rakyat Jangan Statis, Harus Ikuti Perkembangan Zaman." Retrieved March 25, 2021 (<https://news.detik.com/berita/d-3068755/mendikbud-cerita-rakyat-jangan-statis-harus-ikuti-perkembangan-zaman>).
- Batik cupat manggu. Diakses melalui <http://csuartini.blogspot.com/2012/11/batik-ciamisan.html>
- Beane, Andy. 2012. 3D Animation Essentials. Indianapolis: Wiley & Sons.
- Chong, Andrew. 2008. Digital Animation. Worthing: AVA Publishing.
- Cortese, Armando. 2010. The Suma Oriental of Tomé Pires: An Account of the East, from the Red Sea to Japan, Written in Malacca and India in 1512-1515, and the Book of Francisco Rodrigues, Rutter of a Voyage in the Red Sea, Nautical Rules, Almanack and Maps, Written and Drawn In. Surrey: Ashgate.
- Cover buku Ciung Wanara. Diakses melalui <https://alisarbi.wordpress.com/2019/05/19/kerajaan-galuh-sunda-part-iii-ciung-wanara/>
- Cover buku Ciung Wanara. Diakses melalui <https://www.goodreads.com/book/show/6102097-cerita-rakyat-jawa-barat>
- Cover buku Ciung Wanara. Diakses melalui <https://www.kaorinusantara.or.id/newsline/27600/usyah-budin-kembali-berkarya-mengangkat-kisah-ciung-wanara>
- Cover buku Ciung Wanara. Diakses melalui <https://www.poskata.com/pena/cerita-legenda-ciung-wanara>
- Creswell, John W., and J. David Creswell. 2018. Research Design : Qualitative, Quantitative, and Mixed Methods Approaches.
- Ekström, Hanna. 2013. "How Can Character's Personality Be Conveyed Visually, through Shape." Degree Project in Game Design 1–45.

- Fernie, Eric. 1996. *Art History and Its Methods : A Critical Anthology*.
- Fikhri, Muh., and Ramdhan Zaini. 2020. "PERANCANGAN DESAIN KARAKTER ANIMASI 2D DAMPAK KEKERASAN DI SEKOLAH (BULLYING) TERHADAP KORBAN DALAM TUGAS PERKEMBANGAN REMAJA." *E-Proceeding of Art & Design* 7(2):1442–52.
- Fitzgerald, Meghan A. 2008. "Young Adult Fantasy Fiction in Recent Years: A Selective Annotated Bibliography."
- Foto Adly Fairuz. Diakses melalui https://www.instagram.com/p/B9_CG0OFXhx/. 31 Juli 2021.
- Foto Armand Maulana. Diakses melalui <https://www.cnnindonesia.com/hiburan/20181110181603-234-345571/siasat-armand-maulana-jadi-ayah-di-era-milenial>. 31 Juli 2021.
- Foto ayam Bangkok. Diakses melalui <https://www.shutterstock.com/image-photo/thai-fighting-cock-thailand-southeast-asia-1055102561>
- Foto Ricky Harun. Diakses melalui <https://m.fimela.com/news-entertainment/read/2836652/cerita-cinta-ricky-harun-herfiza-novianti>. 31 Juli 2021.
- Friedrich, Hirth, and Rockhill W. W. 1911. *Chau Ju-Kua : His Work On The Chinese And Arab Trade In The Twelfth And Thirteenth Centuries, Entitled Chu-Fan-Chi*. St. Petersburg: Imperial Academy of Sciences.
- Gozali, Adytia Nugraha. 2019. "Perancangan Karakter Animasi 2D Hanoman Berdasarkan Adaptasi Buku Hanoman Si Buruk Rupa Berjiwa Mulia." Telkom University.
- Hasanah, Aan, and Dede Rohaniawati Neng Gustini. 2016. *NILAI-NILAI KARAKTER SUNDA (Internalisasi Nilai-Nilai Karakter Sunda Di Sekolah)*. Yogyakarta: Deepublish.
- Herdiana, Ung Runalan Soedarmo, and Yadi Kusmayadi. 2020. "Motif Ragam Hias Dan Nilai-Nilai Filosofis Batik Ciamis Herdiana." *Jurnal Artefak* 7(1):53–62.
- Heriyanto, Retno. 2019. "Pelestarian Seni Budaya Dinilai Kurang Melibatkan Kalangan Usia Dini - Pikiran-Rakyat.Com." Retrieved October 8, 2020

- (<https://www.pikiran-rakyat.com/jawa-barat/pr-01308412/pelestarian-seni-budaya-dinilai-kurang-melibatkan-kalangan-usia-dini>).
- Hill, Robin. 1998. "What Sample Size Is 'Enough' in Internet Survey Research?" *Interpersonal Computing and Technology: An Electronic Journal for the 21st Century* 6(3-4):1-10.
- Isa Pramana Koesoemadinata, Mohammad. 2018. "Visual Adaptation Of Wayang Characters In Teguh Santosa's Comic Art." *Mudra Jurnal Seni Budaya* 33(3):401. doi: 10.31091/mudra.v33i3.544.
- Jamaludin. 2018. "Konsep Keindahan Budaya Rupa Dalam Naskah Sunda Kuno." *Jurnal Budaya Nusantara* 1(2):101-5. doi: 10.36456/b.nusantara.vol1.no2.a1571.
- James, Danandjaja. 1986. *Folklor Indonesia*. Jakarta: Grafitipers.
- James, Edward, and Farah. Mendlesohn. 2012. *The Cambridge Companion to Fantasy Literature*. Cambridge; New York: Cambridge University Press.
- Lubis, Nina Herlina, Mumuh Muhzin Z., Kunto Sofianto, Dade Mahzuni, Widyonugrohanto Widyonugrohanto, R. M. Mulyadi, and Undang Ahmad Darsa. 2016. "Rekonstruksi Kerajaan Galuh Abad Viii-Xv." *Paramita: Historical Studies Journal* 26(1):9. doi: 10.15294/paramita.v26i1.5142.
- Lukisan Een jongen die een blauwtje heeft gelopen (A boy who has been blown away). Diakses melalui <https://luk.staff.ugm.ac.id/itd/Rappard/>
- Lukisan Een keuken van een Europese woning (A kitchen of a European home). Diakses melalui <https://luk.staff.ugm.ac.id/itd/Rappard/>
- Maisaroh, Siti, and Ulum Miftahul. 2021. "EKSISTENSI STUDI ISLAM (Materi Sejarah Islam Di Madrasah Aliyah)." *AL-IMAN: Jurnal Keislaman Dan Kemasyarakatan* 5(1):145-62.
- Mattesi, Mike. 2008. *Force: Character Design from Life Drawing*. Oxford: Focal Press.
- McArdle, Thaneeya. 2009. "Art Styles Explained - Explore Popular Styles of Art! — Art Is Fun." Retrieved April 7, 2021 (<https://www.art-is-fun.com/art-styles>).

- Mollica, Patti. 2018. *Special Subjects: Basic Color Theory: An Introduction to Color for Beginning Artists*. California: Walter Foster Publishing.
- Moreno, Laura. 2014. "The Creation Process Of 2D Animated Movies by Laura Moreno." *Consorti D'Educació De Barcelona* 10(2):1–64.
- Naufal, Alwan, Ratri Wulandari, and Irwan Sudarisman. 2018. "PERANCANGAN INTERIOR PUSAT KEBUDAYAAN SUNDA DI BANDUNG INTERIOR DESIGNING OF SUNDANESE CULTURAL CENTER IN BANDUNG." *E-Proceeding of Art & Design* 5(3):3312–23.
- Nugrahani, Farida. 2014. *Metode Penelitian Kualitatif*. Solo: Cakra Books.
- Nurgiyantoro, Burhan. 1998. *Teori Pengkajian Fiksi*. Yogyakarta: Gadjah Mada University Press.
- Organization, World Health. 2006. "Orientation Programme on Adolescent Health for Health Care Providers." 2 pts.
- Poster film Big Hero 6. Diakses melalui https://disney.fandom.com/wiki/Big_Hero_6
- Poster film Raya and the Last Dragon. Diakses melalui <https://www.amazon.com/Raya-Dragon-Movie-Poster-Inches/dp/B08MHW6HWQ>
- Poster film Rise of the Guardian. Diakses melalui https://en.wikipedia.org/wiki/Rise_of_the_Guardians
- Robert, Steve. 2012. *Character Animation Fundamentals: Developing Skills for 2D and 3D Character Animation*. Oxford: Routledge.
- Stanchfield, Walt. 2007. "Gesture Drawing for Animation." *Elements* 214.
- Sunarya, Yan Yan. 2018. "Adaptasi Unsur Estetik Sunda Pada Wujud Ragam Hias Batik Sunda." *Journal of Visual Art and Design* 10(1):27–51. doi: 10.5614/j.vad.2018.10.1.3.
- Terävä, Tapio. 2017. "Workflows for Creating 3D Game Characters." Kajaani University of Applied Sciences.
- Tillman, Bryan. 2011. *Creative Character Design*. Oxford: Focal Press.
- Villar, Oliver. 2014. *Learning Blender: A Hands-On Guide to Creating 3D Animated Characters*. Boston: Addison-Wesley Professional.

- Webster, Chris. 2005. *Animation: The Mechanics of Motion*. Oxford: Focal Press.
- White, Tony. 2006. *Animation from Pencils to Pixels: Classical Techniques for the Digital Animator*. Oxford: Routledge.
- White, Tony. 2009. *How to Make Animated Films: Tony White's Complete Masterclass on the Traditional Principals of Animation*. Oxford: Focal Press.
- Whitten, Sarah. 2020. "'Frozen 2' Is Now the Highest Grossing Animated Movie of All Time." Retrieved March 25, 2021
(<https://www.cnbc.com/2020/01/05/frozen-2-is-now-the-highest-grossing-animated-movie-of-all-time.html>).
- Wolly, Candramila, Sony Heru Sumarsono, Bambang Suryobroto, and Maelita Ramdani Moeis. 2015. "Face Shape Variation Among Sundanese People from Western Java, Indonesia." *HAYATI Journal of Biosciences* 22(1):34–40. doi: 10.4308/hjb.22.1.34.
- Yusuf, Muhammad Salman, and Ramdhan Zaini. 2020. "PERANCANGAN KARAKTER PADA ANIMASI STORYBOOK INTERAKTIF ' BELAJAR DOA BERSAMA RAYI ' CHARACTER DESIGN FOR INTERACTIVE STROYBOOK ANIMATION " LEAR N ISLAMIC DO ' A WITH RAYI " ." *E-Proceeding of Art & Design* 7(2):1847–54.