

## DAFTAR PUSTAKA

- 1Stopasia. (2019, 19 November). *The Chinese dragon – an ancient protector of the Chinese people*. Diperoleh 19 Juli 2024, dari <https://www.1stopasia.com/blog/the-chinese-dragon-an-ancient-protector-of-the-chinese-people>
- Apriyatno, V. (2005). *Cara mudah menggambar dengan pensil*. Kawan Pustaka.
- Arif, M. (2014). Model kerukunan sosial pada masyarakat multikultural Cina Benteng (Kajian Historis dan Sosiologis). *Sosio-Didaktika: Social Science Education Journal*, 1(1), 52-63.
- BRG Communications. (2024, 5 Februari). Scientific Reasons We Are Drawn To Images. Diperoleh 19 Desember 2023, dari <https://brgcommunications.com/scientific-reasons-we-are-drawn-to-images/>
- Brush Ninja. (2020). Props in Animation. Diperoleh 20 juli 2024, dari <https://brush.ninja/glossary/animation/props/>.
- China Knowledge. (2018, 8 Oktober). Zhou Period Military. Diperoleh 19 Juli 2024, dari <http://www.chinaknowledge.de/History/Zhou/zhou-military.html>
- Fathi, S. A. (2023). Perihal Penyebaban Dalam Sejarah. Nota Pengajian Sejarah.
- Feisner, E. A. & Reed, R. (2013). Color Studies. Bloomsbury. Academic.
- Fiandra, Y. (2020). Teknik fotografi flatlay sebagai bentuk strategi marketing online Instagram. *Kreatif: Jurnal Karya Tulis, Rupa, Eksperimental dan Inovatif*, 2(1), 1-7.
- Fowler, M. S. (2002). Animation Background Layout
- Hernández, C. R. (2022, 12 Mei). Here's why you got attached to your favorite fictional character. Diperoleh 19 Juli 2024, dari <https://news.ufl.edu/2022/05/why-you-got-attached-to-your-favorite-character/>
- Kemedikbud. (2020, 7 Juli). Toleransi Cina Benteng di Tangerang. Diperoleh 8 Mei 2024, dari <https://kebudayaan.kemdikbud.go.id/bpnjabar/toleransi-cina-benteng-di-tangerang/>
- Munir. (2012). Multimedia Konsep & Aplikasi dalam pendidikan.
- Nieminen, M. (2017). Psychology In Character Design.

Ramdhan, Z., & Sudaryat, Y. (2015). Character Transformation Of Cepot. Bandung Creative Movement (BCM), 2(1).

Rosyadi, R. (2010). Festival Peh Cun Menelusuri Tradisi Etnis Cina di Kota Tangerang. *Patanjala*, 2(1), 18-34.

Seegmiller, D. (2003). *Digital Character Design and Painting*.

Siregar, S., Rochadi, K., & Maas, L. T. (2019). THE EFFECT OF AUDIO-VISUAL MEDIA ON ADOLESCENTS' KNOWLEDGE AND ATTITUDE TOWARD SMOKING DANGEROUS AT SECONDARY HIGH SCHOOL 2 HALONGONAN SUBDISTRICT, INDONESIA. *International Journal of Nursing and Health Services (IJNHS)*, 2(3), 164-171.

StudyCli. (2023, 9 Desember). The History and Modern Practice of the Dragon Boat Festival. Diperoleh 19 Desember 2023, dari <https://studycli.org/chinese-holidays/dragon-boat-festival/>

Sudaryat, Y. (2012). Tinjauan Karakter Bentuk Mata pada Animasi Jepang Modern. *JURNAL SENI RUPA & DESAIN*, 3(1).

Sukmana, W. J. (2021). Metode penelitian sejarah. Seri Publikasi Pembelajaran, 1(2), 1-4.

The Knowledge Academy. (2023). Characteristics of Animation: Explained In Details. Diperoleh 21 Juli 2024, dari <https://www.theknowledgeacademy.com/blog/characteristics-of-animation/>

Tillman, B. (2011). *Creative Character Design*.

Wells, P. (2005). *The Fundamentals of Animation*.

White, T. (2009). *How to Make Animated Films*.