

DAFTAR PUSTAKA

- Arifrahara, G., Haswanto, N., & Wahjudi, D. (2013). Studi Kasus Iklan Wall Painting Empat Operator Telekomunikasi Nasional. *Analisa Karakteristik Visual Dan Strategi Visual Iklan Wall Painting*.
- Ballon, R. (2003). *Breathing Life Into Your Characters: How To Give Your Characters Emotional & Psychological Depth*. Cincinnati.
- Bramastyo, W. (2009). *Depresi? No. Way!* Yogyakarta: Penerbit ANDI.
- Clifton, D. R. (2006). Basic Needs In A New Light. *Internasional Journal of Reality Therapy*.
- Creswell, J. W. (2016). *Research Design. Pendekatan Metode Kualitatif, Kuantitatif, dan Campuran. Edisi keempat*. Yogyakarta: Pustaka Pelajar.
- DiSalvo, G. F. (2003). *Imitating the Human Form: Four Kinds of Anthropomorphic Form*. Carnegie Mellon University.
- Hajaroh, M. (2010). *Paradigma, Pendekatan Dan Metode Penelitian Fenomenologi*. Yogyakarta: FIP UNY.
- Hall, C. (2016). *The Creation Process of a Stylized Character in Comparison to a Semi-realistic Character*. East Tennessee State University.
- Hawari, D. (2001). *Manajemen Stress Cemas Dan Depresi*. Jakarta: Balai Penerbit FKUI.
- Jiwo, T. (2012). *Depresi: Panduan bagi Pasien, Keluarga dan Teman Dekat*. Purworejo: Tirto Jiwo.
- Kosslyn Stephen, R. R. (2011). *Abnormal Psychology*. New York: Worth Publishers.
- Lubis. (2009). *Depresi: Tinjauan Psikologis*. Jakarta: Kencana.
- Munir. (2012). *MULTIMEDIA: Konsep & Aplikasi dalam Pendidikan*. Bandung: Alfabeta, CV.
- Octavia, D., & Fadilla, A. N. (2017). Pencegahan Kanker Serviks Terhadap Remaje Wanita Di Kota Jakarta. *Perancangan Kampanye Sosial*.
- Pilliner, S. (2002). *The Horse in Motion: The Anatomy and Physiology of Equine Locomotion Paperback*.
- Roberts, S. (2007). *Character Animation 2D Skills for Better 3D*. United Kingdom: Focal Press.
- Steinberg, L. (1992). *Parenting Style as Context: An Integrative Model*. Amerika.
- Swasty, W., & Utama, J. (2017). Warna Sebagai Identitas Merek Pada Website.

- Thomas, F. &. (1981). *The Illusion of Life Disney Animation*. Italy: Walt Disney Productions.
- Tillman, B. (2011). *Creative Character Design*. Amerika: Focal Press.
- White, T. (2009). *How To Make Animated Films*. Elsevier.
- Yusuf, S. (2012). *Psikologi Perkembangan Anak Dan Remaja*. Bandung: Pt Remaja Rosdakarya.

WEBSITE

https://www21.ha.org.hk/smartpatient/EM/MediaLibraries/EM/EMMedia/Depression_Bahasa-Indonesia.pdf?ext=.pdf

9 september 2019, 08.30 WIB

<https://idseducation.com/articles/film-animasi-terbaru-di-tahun-2014/>

9 september 2019, 10.30 WIB