

REFERENCES

- 3D Ace. (2024). *DOES POLYGON COUNT MATTER IN 3D MODELING FOR GAME ASSETS?* Retrieved May 6, 2024, from 3D Ace: <https://3d-ace.com/blog/polygon-count-in-3d-modeling-for-game-assets/>
- Adobe. (2024). *What is 3D texturing?* Retrieved April 21, 2024, from Adobe: <https://www.adobe.com/products/substance3d/discover/3d-texturing.html>
- Adobe. (2024). *What is a polygon in 3D modeling?* Retrieved May 5, 2024, from Adobe: https://www.adobe.com/id_en/products/substance3d/discover/3d-polygon-modeling.html
- Afif, R. T. (2021). Animasi 2D Motion Graphic “Zeta dan Dimas” sebagai Media Pendidikan Berlalu Lintas bagi Anak Usia Dini. *Jurnal Desain Komunikasi Visual Nirmana* .
- Awesome Tuts. (2019). *Animate And Rig 3D Characters For Games Like A Pro (Even If You Are A Complete Beginner)*. Retrieved April 16, 2024, from YouTube: https://youtu.be/WmMT_KOkJUw
- Azwandi, Y. (2007). *Media Pembelajaran Anak Berkebutuhan Khusus*. Jakarta: Departemen Pendidikan Nasional Direktorat Jendral Pendidikan Tinggi Direktorat Ketenagaan.
- Baharsyah, S., Ramdhan, Z., & Sudaryat, Y. (2023). STORYBOARD DESIGN TO INTRODUCE ELECTRIC MOTORCYCLE (MOLIS) TO THE PEOPLE OF BANDUNG THROUGH HYBRID ANIMATION (2D & 3D) . *e-Proceeding of Art & Design*.
- Bakels, J. (2004). *Farming the Forest Edge: perceptions of wildlife among the Kerinci of Sumatra*. London: Routledge.
- Becker, A. (2017). *12 Principles of Animation (Official Full Series)*. Retrieved April 13, 2024, from YouTube: <https://youtu.be/uDqjIdI4bF4>
- Blair, P. (2020). *Cartoon Animation*. Laguna Hills: Walter Foster Publishing.
- Blender Documentation Team. (2024). *Introduction - Blender 4.1 Manual*. Retrieved May 5, 2024, from Blender: <https://docs.blender.org/manual/en/latest/>
- Blender Foundation. (2024). *About - blender.org*. Retrieved March 27, 2024, from Blender Website: <https://www.blender.org/about/>
- Brighenti, F. (2017). Traditional Beliefs About Weretigers Among the Garos of Meghalaya (India).
- Brown, M. (2019). *The Challenge of Cameras*. Retrieved May 5, 2024, from YouTube: <https://youtu.be/bHdi5Ar8GXw>
- Cartwright, M. (2017). *Animation Exchange 2017 - 2D Game Animation*. Retrieved April 18, 2024, from YouTube: <https://youtu.be/z2Ebn5O72qU>
- Castagnino, R. (2020). *What makes a Sumatran tiger different? Candid Animal Cam heads to Southeast Asia*. Retrieved May 5, 2024, from Mongabay.
- CB Insights Research. (2018). *The \$120B Gaming Industry Is Being Built On The Backs Of These Two Engines*. Retrieved April 17, 2024, from CB

- Insights Research: <https://www.cbinsights.com/research/game-engines-growth-expert-intelligence/>
- Christoper, F. (2023). Cindaku. (A. R. Aufar, Interviewer)
- Clark, C. A. (2021). Gameplay as Discrete Form: Leveraging Procedural Audio for Greater Adaptability in Video Game Music. *University of California, Riverside*.
- Cooper, J. (2021). *Game Anim: Video Game Animation Explained*. Boca Raton: CRC Press.
- Cruz, G. V., Barrault-Méthy, A.-M., Bove, M. D., & Nauge, M. (2023). Relationship between gamer profiles, gaming behavior, sociodemographic characteristics, and big five personality traits among French law students. *BMC Psychology*.
- Dankov, Y., & Dankova, A. (2023). Educational Video Games as Tools for Raising Awareness. 220.
- Dealessandri, M. (2020). What is the best game engine: is Unity right for you? *GamesIndustry.biz*.
- Fathonah, A. W. (2020). The Rewriting of Mythology (Remythology) and Decolonization in Eka Kurniawan's Man Tiger. *Humaniora*.
- Floyd, D. (2016). *The Animation of Monster Hunter 3 Ultimate - #2 - ANTICIPATION*. Retrieved April 19, 2024, from Youtube: <https://youtu.be/1JIhpPwkjUU>
- Floyd, D. (2020). *ANTICIPATION - The 12 Principles of Animation in Games*. Retrieved from YouTube: <https://youtu.be/28s1Hv3Zqlo>
- freeCodeCamp. (2019). *What is Game Development?* Retrieved April 21, 2024, from freeCodeCamp: <https://www.freecodecamp.org/news/what-is-game-development/>
- GAMES-STATS.COM. (2023). *DreadOut game revenue and stats on steam*. Retrieved from GAMES-STATS.COM: <https://games-stats.com/steam/game/dreadout/>
- George, B. (2023). *Victor Lejeune Review*. Retrieved from Agora.community: <https://agora.community/content/victor-lejeune>
- Gillbanks, B. (2024). *Frame Animation Definition*. Retrieved April 20, 2024, from Brush Ninja: <https://brush.ninja/glossary/animation/frame/>
- Grigg, A. (2022). *How to Keyframe Like a Pro! (Animation process for any software)*. Retrieved April 20, 2024, from YouTube: https://youtu.be/E-sF_1FgpJw
- Haapapuro, J. (2022). The Process of Modelling and Animating a Stylised 3D Video Game Character. *Tampere University of Applied Sciences*.
- Hanif, M. (2019). Perancangan Informasi Cerita Cindaku Harimau Sumatera Melalui Media Video Animasi. *Universitas Komputer Indonesia*.
- Hendra, R. (2023). Interview Cindaku. (A. R. Aufar, Interviewer)
- Hocking, J. (2022). *Unity in Action*. Shelter Island, New York: Manning Publications.
- IDN Research Institute. (2022). *Indonesia Gen Z Report 2022*. Jakarta: IDN Media.
- Jerjomina, D. (2022). *What is Rigging?* Retrieved April 19, 2024, from YouTube: <https://www.youtube.com/watch?v=NpAg76pwDQc>

- Johnson, M. H. (2019). *Deep Rigging: Automatic Character Skinning for Animation*. *Massachusetts Institute of Technology*.
- Katatikarn, J. (2024). *What is 3D Animation? The Complete Guide (2024)*. Retrieved April 19, 2024, from Academy of Animated Art: <https://academyofanimatedart.com/what-is-3d-animation/>
- Kennedy, M. (2011). *Squash and Stretch (Part One)*. Retrieved 04 19, 2024, from Temple of the Seven Golden Camels: <https://sevencamels.blogspot.com/2011/10/squash-and-stretch-part-one.html>
- Khusnizar. (2023). *Legenda Cindaku: Manusia Harimau Penjaga Gunung Kerinci*. Retrieved May 4, 2024, from JambiOne: <https://www.jambione.com/travel/1363105021/legenda-cindaku-manusia-harimau-penjaga-gunung-kerinci>
- Kirupa. (2024). *Introduction to Animation in HTML*. Retrieved April 23, 2024, from Kirupa: https://www.kirupa.com/html5/introduction_to_animation_html.htm
- Kontio, N. (2020). *Creating an in-game character cutscene animation*. *Metropolia University of Applied Sciences*.
- Kuhn, B., & Bhéreur-Lagounaris, A. (2016). *Levelling Up: The Cultural Impact of Videogames*. *Inter-Disciplinary Press*.
- Lampel, J. (2021). *Fundamentals of Texturing in Blender*. Retrieved April 18, 2024, from CGCookie: <https://cgcookie.com/courses/fundamentals-of-texturing-in-blender>
- Lee, R. (2010). *DARKSTALKERS AND THE TWELVE PRINCIPLES OF ANIMATION*. Retrieved April 21, 2024, from Art Eater: <https://art-eater.com/articles/darkstalkers-and-the-twelve-principles-of-animation>
- Leiden University Libraries. (1920). *Inwoners van de landstreek Kerintji met een karbouw*. Retrieved from Leiden University Libraries: <https://digitalcollections.universiteitleiden.nl/view/item/790696>
- Lively, P. R. (2017). *Aronald Classic Columbus.Ohio USA 2017*. Retrieved from Flickr: <https://www.flickr.com/photos/29621494@N02/32630318093/>
- Maestri, G. (2001). *Digital Character Animation 2, Volume II: Advanced Techniques*. San Francisco: New Riders.
- Masahiro, S. (2023). *Make Important Elements Bigger [UI]*. Retrieved May 5, 2024, from YouTube: <https://youtu.be/va8wt2yGviY>
- McKay, J. E., John, F. A., Harihar, A., Martyr, D., Leader-Williams, N., Milliyanawati, B., . . . Karlina. (2018). *Tolerating tigers: Gaining local and spiritual perspectives on human-tiger interactions in Sumatra through rural community interviews*. *PLOS ONE*.
- McWhinne, S. (2022). *How to Capture Convincing Reference for Animation*. Retrieved May 5, 2024, from YouTube: <https://youtu.be/3afWDVY6KDA>
- Morata, A. C., Morán, M. F., Ortiz, I. M., & Manjón, B. F. (2018). *Conectado: A Serious Game to Raise Awareness of Bullying and Cyberbullying in High Schools*. *Complutense University of Madrid*.

- Persoon, G., & Wardani, E. (2023). Changing lifestyles in converted forests: the impact of logging operations on the Orang Rimba, Jambi, Indonesia. *International Forestry Review*.
- Petty, J. (2018). What is 3D Modeling & What's It Used For? *Concept Art Empire*.
- Picaut, P. (2022). "Multiples" smear effect in Blender 3. Retrieved from YouTube: <https://www.youtube.com/watch?v=Iih8usPqpOY>
- Poustinchi, E. (2019). A Parametric Solution for Robotic Motion Design Using Animation. *Kent State University*.
- Prasandra, J. (2023). Interview Cindaku. (A. R. Aufar, Interviewer)
- Pratama, A. F. (2018). 3D ENVIRONMENTAL DESIGN FOR ANIMATION ABOUT TRADITIONAL GAME IN BANDUNG. *e-Proceeding of Art & Design*.
- Richey, E. (2024). Virtual Hallucinations: Moving between technology and spirituality. *Stockholm University of the Arts*.
- Rouse, R., Koenitz, H., & Haahr, M. (2018). Playing with vision: sight and seeing as narrative and game mechanics in survival horror. *Springer Nature Switzerland AG*.
- Saarainen, M. (2019). The difference of interactive and non-interactive animation : Prototype of a visual comparison example. *South-Eastern Finland University of Applied Sciences*, 58.
- Saketi, Y. (2009). *Cindaku*.
- Sárosi, S. (2017). Applying traditional animation principles to 3D games : animation in the Stardust Galaxy Warriors action game.
- Shield, S., Jericevich, R., Patel, A., & Jusufi, A. (2021). Tails, Flails, and Sails: How Appendages Improve Terrestrial Maneuverability by Improving Stability. *Oxford Academic*.
- Stocking, B. (2024). *How to Use Normal Maps in Blender 3D*. Retrieved from Brandon 3D: <https://brandon3d.com/normalmaps/>
- Sullivan, K., Schumer, G., & Alexander, K. (2008). Ideas for the animated short—finding building stories. *Focal Press*.
- Tago, M. Z. (2022). *Kerinci to Kuala Lumpur – A Malaysian Migration*. Retrieved May 4, 2024, from Digest by The HEAD Foundation: <https://digest.headfoundation.org/2022/09/19/kerinci-to-kuala-lumpur-a-malaysian-migration/>
- Thesen, T. P. (2020). Reviewing and Updating the 12 Principles of Animation. *Sage Journals*.
- Thomas, F., & Johnston, O. (1981). *The Illusion Of Life*. New York: Abbeville Press.
- Unity Technologies. (2022). *Wondering What Unity is? Find out who we are, where we've been and where we're going | Unity*. Retrieved March 26, 2024, from Unity: <https://unity.com/our-company>
- Unity Technologies. (2024). *Unity - Manual*. Retrieved from Unity Documentation: <https://docs.unity3d.com/Manual/>
- Wereldmuseum Amsterdam. (n.d.). *Een groep Koeboes mannen, vrouwen en kinderen uit Djambi*. Retrieved from Leiden University Libraries: https://collectie.wereldmuseum.nl/?query=search=*=TM-10005794#/query/8b63b42a-6fdd-45cc-aabc-1d6ab1d6570f

Williams, R. (2001). *The Animator's Survival Kit*. London: Faber and Saber.

Yuen, M. C., Azam, N. S., & Ang, K. Y. (2015). SCAMPER for Character Design Unique Zoo. *Springer Science+Business Media Singapore*.

ZooAtlanta. (2016). *Sumatran Tiger- Zoo Atlanta*. Retrieved from Zoo Atlanta: <https://zooatlanta.org/animal/sumatran-tiger/>