

DAFTAR PUSTAKA

A. Sumber Buku

- Ablan, D. (2002). *Digital cinematography & directing*. Indianapolis, IN 46290 USA: New Riders.
- Alwi, H. (2002). *Kamus Besar Bahasa Indonesia Edisi Ketiga*. Jakarta: Balai Pustaka.
- Beane, A. (2012). *3D animation essentials*. Indianapolis, Indiana, Canada: John Wiley & Sons, Inc.
- Schmidt, E. & Cohen, J. (2014). *The new digital age*. Jakarta: KPG (Kepustakaan Populer Gramedia).
- Dubois, P. (2011). *La Question vidéo: entre cinéma et art contemporain*. Crisnée, Belgium: Yellow Now.
- Jennings, G. (2015). *Abstract video: the moving image in contemporary art*. Oakland, California: University of California Press.
- Limbacher, J.L. (1969). *Four aspects of the film*. New York : Arno Press.
- Mabruri, A. (2013). *Manajemen Produksi Program Acara Televisi Format Acara Non-Drama, News, & Sport*. Jakarta: Penerbit PT. Grasindo.
- Mackenzie, A. (2008), Codecs. Dalam Matthew Fuller (Penyunting), *Software studies : a lexicon* (hlm. 48 – 55). Massachusetts: MIT Press.
- Manovich, L. (2002). *The language of new media*. United States of America: Massachusetts Institute of Technology.
- Mascelli, J.V. (2005). *The five c's of cinematography: motion picture filming techniques*. Los Angeles: Silman-James Press; 1st Silman-James Press ed edition.
- Menkman, R. (2011). *The glitch moment(um)*. Amsterdam: Institute of Network Cultures.
- Menkman, R. (2011). Glitch Studies Manifesto. Dalam Geert Lovink dan Rachel Somers Miles (Penyunting), *Video vortex reader II: moving images beyond YouTube* (hlm. 336 – 347). Amsterdam: Institute of Network Cultures.

Azis Teja Sukmana, 2018

GAYA HIDUP DIGITAL SEBAGAI SUMBER GAGASAN BERKARYA VIDEO ART TEKNIK
GLITCH

Universitas Pendidikan Indonesia | repository.upi.edu |
perpustakaan.upi.edu

- Mihilewicz, J. (2014) Glitch is dead. Dalam Aleksandra Pienkosz (Penyunting), *Glitch art is dead* (hlm. 134 – 141). Kraków: Hub Wydawniczy Rozdzielcość Chleba.
- Murti, K. (2009). *Essays on video art and new media*. Yogyakarta: Indonesia and Beyond Indonesian Visual Art Archive (IVAA).
- Nugroho, F. (2007). *Cara pintar bikin video dokumenter*. Yogyakarta: Penerbit Indonesia Cerdas (Anggota IKAPI).
- Pienkosz, A. (2016). *Glitch art is dead*. Kraków: Hub Wydawniczy Rozdzielcość Chleba.
- Wands, B. (2006). *Arts of the digital age*. London: Thames & Hudson Ltd.
- Wyatt, A. (2010). *The complete digital animation course - The principles, practice and techniques of successful digital animation*. London WC1V 7QX: Thames & Hudson Ltd, 181A High Holborn,

B. Sumber Jurnal/Artikel

- Sudjadi, I. (2009). Film Animasi Pendek “The Animatrix: The Second Renaissance Part 2” Sebagai Prognosis Budaya Simulacrum. *Jurnal Komunikasi Visual Wimba*, 1 (1), 79 – 86.

C. Sumber Internet

- Briz, N. (2015). *Thoughts On Glitch[Art]V2.0* [Online]. Diakses dari <http://nickbriz.com/thoughtsonglitchart/>
- Merriam-Webster. *Definition of Glitch by Merriam-Webster*. [Online]. Diakses dari <https://www.merriam-webster.com/>
- Ryan Koo (2010-2012). *The DSLR cinematography guide*. [Online]. Diakses dari nofilmschool.com/dslr.

D. Sumber Skripsi/ Tugas Akhir

- Moradi, I. (2004). Glitch aesthetics. (Tesis). School of Design Technology, Department of Architecture, The University of Huddersfield, Huddersfield, UK.