

DAFTAR PUSTAKA

Jurnal

Afdhal, V. E., & Sayuti, M. (2023). Analisis desain komunikasi visual sebagai subjek pelestarian seni budaya dan kearifan lokal Minangkabau. *SASAK: Desain Visual dan Komunikasi*, 5(2), 113–122. <https://doi.org/10.30812/sasak.v5i2.3445>

Chandra, N., & Candrasari, M. W. (2024). Kebudayaan Ponorogo dalam kartu kuartet dan buku cerita bergambar. *Qualia: Jurnal Ilmiah Edukasi Seni Rupa dan Budaya Visual*, 4(2), 49–58. <https://doi.org/10.21009/qualia.42.06>

Govita, J. S., & Sutanto, S. M. (2023). Reframing Indonesian folklore: MOBA-based hero character design of Balinese Goddess Danu from Barong Landung. *Jurnal Desain Komunikasi Visual Asia*, 2(1), 15–28. <https://jurnal.asia.ac.id/index.php/jeskovsia/article/view/1047>

Hidajat, H. (2020). Visualisasi hewan pada relief Ramayana. *Titik Imaji*, 3(1), 11–20. <https://journal.ubm.ac.id/index.php/titik-imaji/article/view/1089>

Hidajat, R., Pujiyanto, P., & Hartono, H. (2024). The aesthetics of the Hanoman character in the performing arts of the Indonesia–Thailand Ramayana stories. *KnE Social Sciences*, 9(3), 112–126. <https://doi.org/10.18502/kss.v9i3.9189>

Jatmiko Wibisono, V. W., & Sutanto, S. M. (2021). Perancangan art book tentang redesain karakter Hanuman dalam bentuk populer untuk remaja. *Sains dan Seni ITS*, 10(2), 23–31.

Junaedi, Y., & Purnomo, A. (2024). Dasamuka Pejah sebagai ide penciptaan karya seni lukis. *Atrat: Jurnal Seni Rupa*, 12(1), 45–58. <https://jurnal.isbi.ac.id/index.php/atrat/article/view/3508>

Kumala Sari, N., & Murtiyoso, O. (2024). Makhluk mitologi Kinara-Kinari di relief Candi Prambanan sebagai inspirasi dalam berkarya seni hias kaca. *Eduarts: Jurnal Pendidikan Seni*, 13(1), 37–46.

Moenib, J. A., & Sondara, S. N. (2022). Designing an illustrated book as an educational medium to introduce Ronggeng Gunung dance to the younger generation. *Gelar: Jurnal Seni Budaya*, 20(2), 111–123.

Mughni, A. A., & Martadi. (2023). Perancangan komik adaptasi dekonstruksi Ramayana sebagai komunikasi kebutuhan aktualisasi diri perempuan Jawa. *Jurnal DKV Adiwarna*, 1(1).

Patel, P., & Chauhan, D. (2025). Exploring human values in the epic Ramayana. *Global Exploratory Humanities Journal*, 5(1), 56–65.

Rosalinda, H. (2021). Character visualization on Kumbakarna Wanda Macan Wayang Kulit Purwa Surakarta style. *CUSY: Journal of Culture Studies*, 5(2), 67–78.

Setyawan, A., & Fijriani, N. (2024). The design of the Rahwana character as an adaptation of the Ramayana reliefs on the Prambanan temple into animation. *Artistic: International Journal of Creation and Innovation*, 5(2), 101–115. <https://jurnal.isi-ska.ac.id/index.php/artistic/article/view/6392>

Singh, L., & Parveen, S. (2023). A study of the historicity of the portrayal of women in Valmiki Ramayana. *ShodhKosh: Journal of Visual and Performing Arts*, 4(2), 45–52.

Wibowo, A. A., Puspita, I., Nugroho, A. S., Nashir, R. M., Proboiwi, & Ananta, A. P. (2024). Visual comparison of Rama's and Rahwana's characters in Javanese and Kelantanese wayang kulit. *Notion: Journal of Linguistics, Literature, and Culture*, 6(2), 221–236. <https://doi.org/10.35869/notion.v6i2.10201>

Yulianti, N. K. D. (2020). Epic Ramayana as a medium for teaching Indonesian culture and language: A perspective of Darmasiswa students. *Lekesan: Interdisciplinary Journal of Asia Pacific Arts*, 3(1), 35–47.

Buku

Birdwhistell, R. L. (1970). *Kinesics and context: Essays on body motion communication*. University of Pennsylvania Press.

Chandler, D. (2017). *Semiotics: The basics* (3rd ed.). Routledge.

Eisner, W. (2008). *Graphic storytelling and visual narrative*. W. W. Norton & Company.

Goldman, R. P., & Goldman, S. J. S. (2017). *The Rāmāyaṇa of Vālmīki: An epic of ancient India* (Vols. 1–5). Princeton University Press.

Hidajat, H. (2018). *Wayang and visual culture in Indonesia*. Gramedia.

Kosasih, R. A. (1955). *Ramayana*. Maranatha.

Kosasih, R. A. (1960). *Mahabharata*. Maranatha.

Lal, P. (2002). *The Ramayana of Valmiki*. Writers Workshop.

Mackenzie, D. (2015). *The art of character design*. Bloomsbury.

Male, A. (2017). *Illustration: A theoretical and contextual perspective*. Bloomsbury.

Matsuura, S. (2016). *Fantasy characters & creatures: An artist's sourcebook*. PIE International.

McCloud, S. (1994). *Understanding comics: The invisible art*. Harper Perennial.

Paine, H., & Paine, B. (2019). *The art of Moebius*. Dark Horse Books.

Pattanaik, D. (2010). *Sita: An illustrated retelling of the Ramayana*. Penguin Books.

PIE International. (2020). *Illustration making & visual book series*. PIE International.

Raghavan, V. (Ed.). (1980). *The Ramayana tradition in Asia*. Sahitya Akademi.

Santoso, S. (1980). *Ramayana Kakawin*. Balai Pustaka.

Valmiki. (2009). *Ramayana*. Rupa Publications.

