

DAFTAR PUSTAKA

- Bakker, Anton, Zubair, A. Charis. (1990). *“Metodologi Penelitian Filsafat”*, Yogyakarta: Kanisius
- Bertens, K. (1993), *“Etika”* Jakarta: Gramedia Pustaka
- Christie’s. (2018), *“Is artificial intelligence set to become art’s next medium?”*. <https://www.christies.com/features/A-collaboration-between-two-artists-one-human-one-a-machine-9332-1.aspx>, (diakses pada 5 November 2020)
- Dipaola, Steve, McCaig, Graeme. (2016), *“Using Artificial Intelligence Techniques to Emulate the Creativity of a Portrait Painter”* Dalam Bowen P, Jonathan, Diprose Graham, Lambert, Nick (Ed.). (2016), *“EVA London Electronic Visualisation and the Arts”*. UK: BCS Learning & Development Ltd
- Elgammal, Ahmed, Bingchen, Liu, Elhoseiny, Mohamed, Mazzone, Marian. (2017) *“CAN: Creative Adversarial Networks Generating “Art” by Learning About Styles and Deviating from Style Norms”*. Atlanta: ICCV’17
- Ferianto, Mujiyono. (2017), *“Buku Praktis Memahami dan Cara Memperoler Hak Kekayaan Intelektual”*. Yogyakarta: Sentra KI Universitas Negeri Yogyakarta
- Galanter, Philip. (2016), *“Generative Art Theory”* Dalam Paul, Christiane (Ed.). (2016), *“A Companion to Digital Art”*. UK: John Wiley & Sons, Inc, except Chapter 9 © Max Bense
- Gatys A, Leon, Ecker S, Alexander, Bethge1, Matthias. (2015), *A Neural Algorithm of Artistic Style*. US: Journal of vision
- Graham, Gordon. (2014), *“Teori-Teori Etika”*. Bandung: Penerbit Nusa Media
- Gere, Charlie. (2016), *“The Hauntology of the Digital Image”* Dalam Paul, Christiane (Ed.). (2016), *“A Companion to Digital Art”*. UK: John Wiley & Sons, Inc, except Chapter 9 © Max Bense
- Gillotte L, Jessica. (2020), *“Copyright Infringement in AI-Generated Artworks”*. California: UC Davis Law Review, Vol. 53
- Habekotté, Jitske. (2019), *“Framing the Value of Concept Art An insight into the applicability and development of concept art in the game industry”*. Netherlands: Breda University of Applied Sciences

- Hertzman, Aaron. (2019), *"New AI art has artists, collaborators wondering: Who gets the credit?"*, <https://theconversation.com/new-ai-art-has-artists-collaborators-wondering-who-gets-the-credit-112661>, (diakses pada 16 Desember 2020)
- Honkanen, Timi. (2017), *"Creation of concept art for an action roleplaying game"*. Finland: Helsinki Metropolia University
- Hoare, Andrew. (2020), *"Digital Illustration Styles"*. <https://www.theillustrators.com.au/digital-illustration-styles>, (diakses pada 28 Oktober 2020)
- Holtug, Nils. (2002), *"The Harm Principle"*, German: Springer Science Business Media
- Kaelan. (2005), *"Metode Penelitian Kualitatif Bidang Filsafat"*, Yogyakarta: Paradigma
- Keraf, A Sony. (2010), *"Etika Lingkungan Hidup"*. Jakarta: Kompas
- Kiff. (2015), *"Is it legal to trace source imagery?"*. <https://theartistsjd.com/trace-source-imagery/>, (diakses pada 13 Desember 2020)
- Koentjoro, Ardianti. (2012), *"Pengaturan Open Source dalam UU Hak Cipta"*. <https://www.hukumonline.com/klinik/detail/ulasan/cl4831/open-source/>, (diakses pada 16 Desember 2020)
- Liew, Borton. (2017), *"Mengenal Istilah Hak Cipta, Plagiat, Tracing, Referencing, Sekuel, Twist dan Produk Turunan Dalam Drama Perkomikan Indonesia"*. <https://blog.ciayo.com/news/mengenal-istilah-hak-cipta-plagiat-tracing-referencing-sekuel-twist-dan-produk-turunan-dalam-drama-perkomikan-indonesia/>, (diakses pada 7 November 2020)
- Maruto, Joko. (2014), *"Kajian Etika, Etis dan Estetika dalam Karya Seni Rupa"*. Yogyakarta: Universitas Negeri Yogyakarta
- Marcos, A. Fernandes, Branco, P. Sérgio, Zagalo, N. Troca. (2009) *"The Creation Process In Digital Art"*. German: Springer Science Business Media
- Maega, Zefanya. (2019), *"Apakah Photobashing dalam seni digital itu legal? Bagaimana tanggapanmu?"* <https://id.quora.com/Apakah-Photobashing-dalam-seni-digital-itu-legal-Bagaimana-tanggapanmu> (diakses pada 8 November 2020)
- McCormack, Jon, Gifford, Toby, Hutchings, Patrick. (2019) *"Autonomy, Authenticity, Authorship and Intention in computer generated art"*. Australia: Monash University

- Mill S, John. (1859), "*On Liberty*". <https://www.utilitarianism.com/ol/one.html>
- _____. (1863), "*Utilitarianism*". <https://www.utilitarianism.com/mill1.htm>
- Morphogen Inc. (2019), "*Artbreeder Terms of Use*". <https://www.artbreeder.com/>,
(diakses pada 18 Desember 2020)
- Nikolaeva, Bilyana. (2016), "*Types of Illustration – Styles and Techniques*".
<https://graphicmama.com/blog/types-of-illustration/>, (diakses pada 20
Oktober 2020)
- Nyström, Veli. (2016), "*Using Reference in Creating a Digital Painting*".
Finland: Tampere University of Applied
- Onwuekwe, Chidi. (2012), "*Trends In Illustration: A Digital Approach To Large
Format Illustration On IGBO Folklore*". Africa: Mgbakoigba Journal of
African Studies
- Paul, Christiane (Ed.). (2016), "*A Companion to Digital Art*". UK: John Wiley &
Sons, Inc, except Chapter 9 © Max Bense
- Plamenatz, John. (1949), "*The English Utilitarians*". London: Basil Blackwell
Oxford
- Radek, K. Lazari, Singer, Peter. (2017), "*Utilitarianism A Very Short Introduction*".
UK: Oxford University Press
- Sakshica, Gupta, Kusum. (2015), "*Various Raster and Vector Image File
Formats*". [https://www.ijarcce.com/upload/2015/march-
15/IJARCCE%2064.pdf](https://www.ijarcce.com/upload/2015/march-15/IJARCCE%2064.pdf) (diakses pada 28 Oktober 2020)
- Shaw, W. H. (1999), "*Contemporary Ethics Taking Account of Utilitarianism*".
UK: Blackweel Publishers
- Suseno, F. Magniz. (1997), "*13 Tokoh Etika*". Yogyakarta: Penerbit Kanisius
- _____. (1997), "*13 Model Pendekatan Etika*". Yogyakarta: Penerbit
Kanisius
- Suciu C, Marta. (2008), "*The Creative Economy*".
[https://www.researchgate.net/publication/42437328_THE_CREATIVE_E
CONOMY](https://www.researchgate.net/publication/42437328_THE_CREATIVE_ECONOMY), (diakses pada 20 Desember 2020)
- Suesz, Eric. (2017), "*Smudge Painting: Where Photography Meets Oil Painting,
Somewhere in Indonesia*". <https://medium.com/sketchbook-in->

[perspective/smudge-painting-where-photography-meets-oil-painting-somewhere-in-indonesia-e9e33a881f82](#) (diakses pada 7 November 2020)

The Art Story Foundation. (2017), *“Digital Art - History and Concepts”*.
<https://www.theartstory.org/movement/digital-art/history-and-concepts/>,
(diakses pada 20 Oktober 2020)

The Design and Artists Copyright Society. (2019), *“Collages”*.
<https://www.dacs.org.uk/knowledge-base/factsheets/copyright-in-collages/>,
(diakses pada 14 Desember 2020)

Tobing, Letezia. (2018), *“Arti 'Kepentingan yang Wajar' dalam UU Hak Cipta”*.
<https://www.hukumonline.com/klinik/detail/lt4f1523ec723aa/arti-kepentingan-yang-wajar-dalam-uu-hak-cipta/>, (diakses pada 13 Desember 2020)

Undang-Undang Republik Indonesia Nomor 28 Tahun 2014 Tentang Hak Cipta

Victoria and Albert Museum. (2009), *“A History of Computer Art”*.
<http://www.vam.ac.uk/content/articles/a/computer-art-history/>, (diakses
pada 15 Oktober 2020)

Vincent, James. (2018), *“How Three French Student Used Borrowed Code To Put The First AU Portrait In Christie’s”*.
<https://www.theverge.com/2018/10/23/18013190/ai-art-portrait-auction-christies-belamy-obvious-robbie-barrat-gans> (diakses pada 10 November 2020)

Sumber Gambar dari Internet:

Gambar 1 : <https://collections.vam.ac.uk/item/O211685/hommage-a-paul-kllee-13965-print-nake-frieder/>, (diakses pada 14 Oktober 2020)

Gambar 4 : <https://www.instagram.com/koolaidboiss/>, (diakses pada 28 Oktober 2020)

Gambar 5 : <https://twitter.com/koolaidbois/status/1339012154549301250>,
(diakses pada 28 Oktober 2020)

Gambar 7 : <https://bdtechtalks.com/2018/05/28/generative-adversarial-networks-artificial-intelligence-ian-goodfellow/>, (diakses pada 5 November 2020)

Gambar 8 : <https://www.christies.com/features/A-collaboration-between-two-artists-one-human-one-a-machine-9332-1.aspx>, (diakses pada 5 November 2020)

Gambar 9 : <https://blog.ciayo.com/news/mengenal-istilah-hak-cipta-plagiat-tracing-referencing-sekuel-twist-dan-produk-turunan-dalam-drama-perkomikan-indonesia>, (diakses pada 7 November 2020)



Gambar 10 : <https://medium.com/sketchbook-in-perspective/smudge-painting-where-photography-meets-oil-painting-somewhere-in-indonesia-e9e33a881f82>, (diakses pada 7 November 2020)

Gambar 12 : <https://twitter.com/videodrome/status/1055285640420483073>, (diakses pada 10 November 2020)