



NUA Library

Games and Animation cluster

BA0a

This is the reading list that your course has provided for the unit you are currently studying.

You will find everything you need by searching the catalogue via the [NUA Library webpages](#).

For more information on how to search the catalogue [watch this short video](#)

Recommended

General

- 3dtotal Publishing (2009) *Digital painting techniques*. London: Focal
- Bang, M. (2016) *Picture this: how pictures work*. San Francisco: Chronicle Books.
- Bolter, J.D., Grusin, R. (2000) [Remediation: understanding new media](#). London: Mit Press (Chapter 1)
- Gurney, J. (2010) *Colour and light: a guide for the realist painter*. London: Andrews MacMeel
- Dewis, G. (2015) *The photoshop workbook: professional retouching and compositing tips, tricks, and techniques*. San Francisco: Peachpit Press.
- Frederick, M. (2007) *101 things I learned in architecture school*. Cambridge: Mit Press.
- Whitlatch, T. (2013) *Science of creature design*. California: Design Studio Press
- 3dtotal Publishing and Lewis, M. (2019) *Sketching from the imagination: creatures & monsters*. Worcester: 3DTotal Publishing.

Animation and Animation & Visual Effects

- Dobson, N. et al. (2019) *The animation studies reader*. New York: Bloomsbury Academic.
- Eisner, W. (2008) *Comics and sequential art*. Taramac: Florida Poorhouse Press.
- Hart, J. (1999) *Art of the storyboard: storyboarding for film, TV and animation*. Oxford: Focal Press.
- Wells, P., Quinn, J., and Mills, L. (2009). *Drawing for animation*. Lausanne: AVA.
- Wells, P. and Moore, S. (2016) *The fundamentals of animation*. Second edition. London: Fairchild Books.
- Thomas, F. and Johnston, O. (1995). *The illusion of life: Disney animation*. New York: Hyperion.



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Games Art & Design and Games Development

Crawford, C. (2013) *Chris Crawford on interactive storytelling*. Second edition. California: New Riders.

Gurney, J. (2010) *Colour and light: a guide for the realist painter*. London: Andrews McMeel.

Murray, J. (2017) *Hamlet on the holodeck : the future of narrative in cyberspace*. Cambridge: The MIT Press.

Solarski, C. (2012) *Drawing basics and video game art: classic to cutting-edge art techniques for winning video game design*. Lewes: Watson-Guptill.

Pooke, G. and Newall, D. (2007) *Art history: the basics*. Oxford: Routledge.

Schell, J. (2015) *The art of game design : a book of lenses*. Second edition. Boca Ratan: CRC Press.

Further Reading

Course Guides

[Animation and Visual Effects](#)

[Games Art and Design](#)

[Games Development](#)