

Library
Animation & VFX
Unit BA3B

Useful sources of information

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 [Library webpages](#).

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

Required:

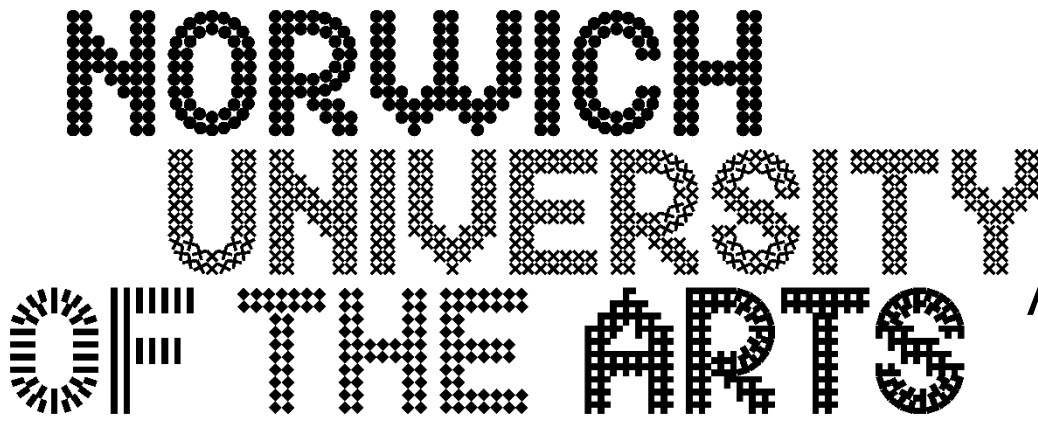
Dinur, E. (2021) *The complete guide to photorealism for visual effects, visualization, and games*. Milton: Taylor & Francis.

Hooks, E. (2023) *Acting for animators*. 5th edn. New York: Routledge.

Okun, J., & Zwerman, S. (2014) *The VES handbook of visual effects: industry standard VFX practices and procedures*. Oxford: Taylor & Francis.

Williams, R. (2009) *The animator's survival kit: a manual of methods, principles and formulas*. Expanded edn. Faber & Faber.

Wright, S. (2018) *Digital compositing for film and video: production workflows and techniques*. 4th edn. New York: Routledge.



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Recommended:

Useful sources of information

Block, B. (2013) *The visual story: creating the visual structure of film, TV, and digital media*. Oxford: Focal Press.

Brinkmann, R. (2008) *The art and science of digital compositing: techniques for visual effects, animation, and motion graphics*. Amsterdam: Elsevier.

Dinur, E. (2023) *The filmmaker's guide to visual effects: the art and technique of VFX for directors, producers, editors, and cinematographers*. 2nd edn. London: Routledge.

Dowlatabadi, Z., Miller-Zarneke, T. and Winder, C. (2019) *Producing animation*. 3rd edn. Amsterdam: Elsevier.

Dunlop, R. (2014) *Production pipeline fundamentals for film and games*. London: Routledge.

Going, L.P. and Holmes, S. (2023) *Visual effects for indie filmmakers: a guide to VFX integration and artist collaboration*. New York: Routledge.

Katatikarn, J. and Tanzillo, M. (2017) *Lighting for animation: the art of visual storytelling*. London: Routledge.

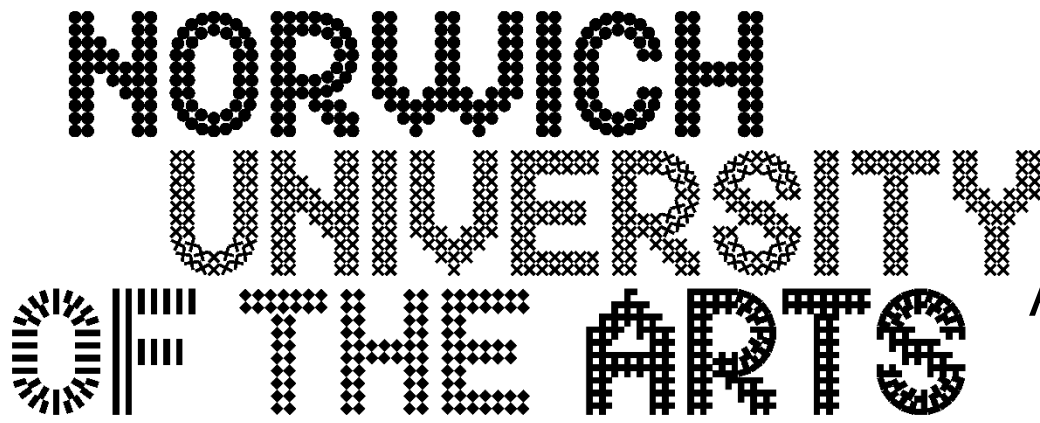
Okun, J., and Zwerman, S. (2023) *The VES handbook of virtual production*. Abingdon, Oxon: Focal Press.

Osipa, J. (2010) *Stop staring: facial modelling and animation done right*. 3rd edn. Indianapolis: Wiley Publications.

Perez, V. (2023) *The Color Management Handbook for Visual Effects Artists, Digital Color Principles, Color Management Fundamentals & ACES Workflows*. Abingdon, Oxon: Focal Press.

Thesen, T.P. (2022) *Composition for the 21st ½ century, vol 1: image-making for animation*. Boca Raton: CRC Press.

Thesen, T.P. (2022) *Composition for the 21st ½ century, vol 2: characters in animation*. Boca Raton: CRC Press.



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Further sources of information:

<https://substance3d.adobe.com/tutorials/courses/the-pbr-guide-part-1>

<https://substance3d.adobe.com/tutorials/courses/the-pbr-guide-part-2>

<https://caveacademy.com/webinars/>

<https://dev.epicgames.com/community/unreal-engine/learning>

<https://learn.foundry.com/>

<https://beforesandafters.com/>

<https://www.animationmagazine.net/>

YouTube channels:

Allan McKay: <https://www.youtube.com/@AllanMcKay>

3D Animation Internships: <https://www.youtube.com/@3DAnimationInternships>

View Conference: <https://www.youtube.com/@viewconference>

iAnimate: <https://www.youtube.com/@iAnimateWS>

Sir Wade Neistadt: <https://www.youtube.com/@SirWade>

Jean-Denis Haas: <https://www.youtube.com/@jeandenishaas>

Arvid Scheider: <https://www.youtube.com/@arvidurs>

The Virtual Production field guide (Vol 1 and 2)

<https://cdn2.unrealengine.com/Unreal+Engine%2Fvppfieldguide%2FVP-Field-Guide-V1.2.02-5d28ccec9909ff626e42c619bcbe8ed2bf83138d.pdf>

<https://cdn2.unrealengine.com/Virtual+Production+Field+Guide+Volume+2+v1.0-5b06b62cbc5f.pdf>