

Norwich University of the Arts Library

Games and Animation

BA0b

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 [Norwich Uni Library webpages](#).

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

General

Alton, J. (2013) *Painting with light*. Berkley: University of California Press

Gee, J. (2014) *An introduction to discourse analysis: theory and method*. London: Routledge.

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

Mattesi, M. (2006) *Force: dynamic life drawing for animators*. Oxford: Focal Press.

McCloud, S. (1994) *Understanding comics*. New York: Kitchen Sink.

Ruddick, S. (2009) *Digital painting in photoshop*. Burlington: Elsevier Science.

Saraceni, M. (2003) *The language of comics*. London: Routledge.

Su, H. and Zhao, V. (2011) *Alive character design for game, animation and film*. Harrow: Cypi Press.

Yot, R. (2020) *Light for visual artists: understanding & using light in art & design*. Second edition. London: Laurence King

Animation and Animation & Visual Effects

Blair, P. (1996) *Cartoon animation*. Laguna Hills: Walter Foster Publishing.

Dobson, N. et al. (2019) *The animation studies reader*. New York: Bloomsbury Academic.

Eisner, W. (1985) *Comics and sequential art*. Tamarac: Florida Poorhouse Press.

Johnston, O. and Thomas, F. (1995) *The illusion of life: Disney animation*. New York: Abbeville.

Malley, B. (2018) *Adobe master class: advanced compositing in Photoshop CC: bringing the impossible to reality with Bret Malley*. Second edition. San Francisco: Adobe.

Stanchfield, W. and Hahn, D. (2009) *Drawn to life: 20 golden years of Disney master classes (Volume 1)*. London: Focal.

Stanchfield, W. and Hahn, D. (2009) *Drawn to life: 20 golden years of Disney master classes (Volume 2)*. London: Focal.

Website: <https://library.norwichuni.ac.uk>

Email: library@norwichuni.ac.uk

Course guides: <https://library.norwichuni.ac.uk/course-guides>

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

Games Art & Design and Games Development

Bogost, I. (2010) *Persuasive games: the expressive power of videogames*. London: MIT Press.

Brotton, J. (2013) *A history of the world in twelve maps*. London: Penguin.

Crawford, C. (2012) *Chris Crawford on interactive storytelling*. Second edition. Berkley: New Riders.

Fullerton, T. (2014). *Game design workshop: a playcentric approach to creating innovative games*. Third edition. Boca Raton: CRC Press.

Galloway, A. (2006) *Gaming: essays on algorithmic culture*. London: University of Minnesota Press.

Johnson, J. (2023) *Godot 4 Game Development Cookbook*. Birmingham: Packt Publishing.

Newport, C. (2016) *Deep work*. London: Piatkus.

Rickitt, R. (2006) *Special effects: the history and technique*. London: Aurum Press Ltd.

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

Tonge, G. (2008). *Bold visions: the digital painting bible: for fantasy and science-fiction artists*. Newton Abbot: Impact.

Tuan, Y. (1977) *Space and place: the perspective of experience*. London: University of Minnesota Press.

Further resources

Course Guides

[Animation and Visual Effects](#)

[Games Art and Design](#)

[Games Development](#)