

Norwich University of the Arts Library

Games and Animation Cluster

BA0c

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](#)

Animation, Animation and Visual Effects

Blair, P. (2020) *Cartoon animation: learn techniques for drawing and animating cartoon characters*. Laguna Hills: Walter Foster Publishing.

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

Glebas, F. (2013) *The animator's eye: adding life to animation with timing, layout, design, color and sound*. Oxford: Focal Press.

Halas, J. (1987) *Masters of animation*. London: BBC Books.

Halas, J., Whitaker, H. and Sito, T. (2021) *Timing for animation*. Third edition. Boca Raton: CRC Press.

Laybourne, K. (1998) *The animation book*. Second edition. New York: Crown Publications.

Prince, S. (2012) *Digital visual effects in cinema: the seduction of reality*. New Jersey: Rutgers Press

Purves, J. (2019) *Stop-motion animation: frame by frame film-making with puppets and models*. Second edition. London: Bloomsbury Academic.

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

Williams, R. (2009) *The animator's survival kit: a manual of methods, principles and formulas for classical, computer, games, stop motion and internet*. London: Faber.

Wright, S. (2010) *Digital compositing for film and video*. Oxford: Focal Press.

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

Wright, S. (2017) *Digital compositing for film and video*. London: Routledge.

Games Art & Design, Games Development

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

Donovan, Tristan. (2010) *Replay: the history of video games*. Lewes: Yellow Ant Media Ltd.

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

Email: library@norwichuni.ac.uk

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

Dyer-Witheford, N. and de Peuter, G. (2009) *Games of empire: global capitalism and video games*. Bristol: University of Minnesota Press.

Fernández-Vara, C. (2015) *Introduction to game analysis*. New York: Routledge.

Kline, S., Dyer-Witheford, N. and de Peuter, G. (2003). *Digital play: the interaction of technology, culture and marketing*. Second edition. Montréal: McGill-Queen's University Press.

Lewis, M. (2016) *Beyond art fundamentals: a guide to emotion, mood, and storytelling for artists*. Worcester: 3dtotal Publishing.

Raessens, J. and Goldstein, J. (2005) *Handbook of computer game studies*. London: MIT Press.

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

Skinner, A. and Robertson, S. (2005) *Skilful huntsman: visual development of a Grimm tale at Art Centre College of Design*. Culver City: Design Studio Press

Salen, K. (2005) *Game design reader: a rules of play anthology*. Cambridge: MIT Press.

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

Further resources

Course guides

[Animation and Visual Effects](#)

[Games Art & Design](#)

[Games Development](#)