Norwich University of the Arts Library
Games and Animation cluster
BA0a

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For more information on how to search the catalogue watch this short video

Recommended

General

3dtotal.com (2009) *Digital painting techniques.* London: Focal

3dtotal Publishing and Lewis, M. (2019) *Sketching from the imagination: creatures & monsters*. Worcester: 3DTotal Publishing.

Bang, M. (2016) *Picture this: how pictures work.* San Francisco: Chronicle Books.

Bolter, J.D. and Grusin, R. (2000) *Remediation: understanding new media*. London: Mit Press.
    Please read chapter 1

Dewis, G. (2015) *The photoshop workbook: professional retouching and compositing tips, tricks, and techniques*. San Francisco: Peachpit Press.

Frederick, M. (2007) 10*1 things I learned in architecture school*. Cambridge: MIT Press.

Whitlatch, T. (2013) *Science of creature design*. California: Design Studio Press

Animation and Animation & Visual Effects

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

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

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

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.

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.

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Games Art & Design and Games Development

Etchells, P. (2019) *Lost in a good game : why we play video games and what they can do for us*. London: Icon Books Ltd.

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

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

Totten, C.W. (2014) *An architectural approach to level design.* Boca Raton: CRC Press.

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

Van Gumster, J. (2019) *Blender for Dummies*. Hoboken: John Wiley.

Further Reading

Course Guides
[Animation and Visual Effects](#)
[Games Art and Design](#)
[Games Development](#)