

Norwich University of the Arts Library

Games and Animation cluster

BA0b

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 University of at Arts 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.

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

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.

Silver, S. (2017) *The silver way: techniques, tips, and tutorials for effective character design*. California: Design Studio Press.

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.

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

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Games Art & Design and Games Development

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

Bradfield, C. (2018) *Godot Engine Game Development Projects : Build Five Cross-platform 2D and 3D Games with Godot 3.0*. Birmingham: Packt Publishing

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 : over 50 solid recipes for building high-quality 2D and 3D games with increased performance*. Birmingham: Packt Publishing

Newport, C. (2016) *Deep work: rules for focused success in a distracted world*. New York: Grand Central Publishing.

Pitt, C. (2023) *Procedural generation in Godot: Learn to Generate Enjoyable Content for Your Games*. Apress.

Salen, K. and Zimmerman, E. (2004) *Rules of play: design fundamentals*. Massachusetts: MIT Press.

Further resources

Course Guides

[Animation and Visual Effects](#)

[Games Art and Design](#)

[Games Development](#)