Norwich University of the Arts Library
Games and Animation cluster
BA0c

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 NUA Library webpages.

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

Animation, Animation and Visual Effects

Blazer, L. (2016) *Animated storytelling : simple steps for creating animation & motion graphics.* San Francisco: Peachpit Press.

Eisner, W. (2008) *Comics and sequential art*. Taramac: Florida Poorhouse Press.

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.

Hart, J. (1999) *Art of the storyboard: storyboarding for film, TV and animation*. Oxford: Focal Press.

Hooks, E. (2017) *Acting for animators*. Fourth edition. New York: Routledge

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

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

Parks, C.F. (2020) *Fluid Frames: Experimental Animation with Sand, Clay, Paint, and Pixels*. Boca Raton: CRC Press.

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

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

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.

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Games Art & Design, Games Development

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

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

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

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.

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

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