

# 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.

# Norwich University of the Arts Library

## Games and Animation cluster

### BA0b

#### 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](#)