

BA0a Games and Animation

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 [Library webpages](#).

For more information on how to search the catalogue [watch this short video](#)

General

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

Bolter, J.D. and Grusin, R. (2000) '[Theory – immediacy, hypermediacy, and remediation](#)' in *Remediation: understanding new media*. London: MIT Press.

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

Animation and Animation & Visual Effects

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

Harris, M., Husbands, L. and Taberham, P. (eds) (2019) *Experimental animation : from analogue to digital*. London: Routledge.

Parks, C.F. (2016) *Fluid frames : experimental animation with sand, clay, paint, and pixels*. Boca Raton: CRC Press.

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

Studio MDHR (2020) *The Art Of Cuphead*. Milwaukie: Dark Horse Books.

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.

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

Email: library@norwichuni.ac.uk

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

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.

Games Art & Design and Games Development

Arya, R. and Chare, N. (2017) *Abject Visions : Powers of Horror in Art and Visual Culture*. Manchester: Manchester University Press.

Chavez, C. (2024) *Adobe Photoshop Classroom in a Book 2025 Release*. (Unknown): Adobe Press.

Jørgensen, K. (2013) *Gameworld Interfaces*. Cambridge, Massachusetts: The MIT Press.

Kristeva, J. (1982) *Powers of horror*. New York: Columbia University Press.

Mittman, A. and Hensel, M.(2018) *Classic Readings on Monster Theory*. Leeds: Arc Humanities Press.

Valentine, S. (2013) *The Hidden Power of Adjustment Layers in Adobe® Photoshop®*. (Unknown): Adobe Press.

Solarski, C. (2012) *Drawing basics and video game art: classic to cutting-edge art techniques for winning video game design*. Lewes: Watson-Guption.

Svelch, J. (2023) *Player vs. monster : the making and breaking of video game monstrosity*. Cambridge, Mass: The MIT Press.

Tuin, I. van der and Verhoeff, N. (2022) *Critical concepts for the creative humanities*. Lanham: Rowman & Littlefield Publishers.

Further Reading

Course Guides:

[Animation and Visual Effects](#)

[Games Art and Design](#)

[Games Development](#)

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