

BA0b 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

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, Animation and Visual Effects

Blair, P. (1996) *Cartoon animation*. Laguna Hills: Walter Foster Publishing.

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

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

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

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.

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

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

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

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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

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.

Wright, S. (2017) *Digital compositing for film and video*. London: Routledge.

Games Art & Design and Games Development

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

Crawford, C. (2012) *Chris Crawford on interactive storytelling*. Second edition. Berkley: New Riders.

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

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

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

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.

Gurney, J. (2009) *Imaginative realism : how to paint what doesn't exist*. London: Andrews McMeel.

Gurney, J. (2010) *Color 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.

Nicklin, H. (2022) *Writing for Games : Theory and Practice*. Taylor & Francis Group.

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Raessens, J. and Goldstein, J. (2005) *Handbook of computer game studies*. London: MIT Press.

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

Suter, B., Bauer, R. and Kocher, M. (2021). *Narrative Mechanics Strategies and Meanings in Games and Real Life*. Bielefeld: Transcript Verlag.

Suter, B., Kocher, M. and Bauer, R. (2018). *Games and Rules Game Mechanics for the "Magic Circle"*. Bielefeld: Transcript Verlag.

Tonge, G. (2008). *Bold visions: the digital painting bible for fantasy and science-fiction artists*. Cincinnati: Impact.

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