# AVFX BA2A

# 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

## Creative Practice:

Dinur, E. (2021). *The Complete Guide to Photorealism for Visual Effects, Visualization and Games*. Milton: Taylor & Francis Group.

Dinur, E (2024). *The Filmmaker's Guide to Visual Effects: the art and techniques of VFX for directors, producers, editors, and cinematographers*. London: Routledge.

Ghertner, E. (2010). *Layout and Composition for Animation*. Burlington, MA: Focal Press/Elsevier.

Hooks, E. (2023). *Acting for Animators*. Oxford: Taylor & Francis.

Katatikarn, P.J. and Tanzillo, M. (2016) *Lighting for animation: the art of visual storytelling*. Boca Raton: CRC Press.

Murch, W. (2001). *In the Blink of an Eye: a perspective on film editing*. Weidenfeld & Nicolson.

O'Hailey, T. (2024). *Rig it Right!: Maya animation rigging concepts*. Boca Raton: CRC Press.

Wright, S. (2018). *Digital compositing for film and video: production workflows and techniques*. New York: Routledge.

## Critical Thinking and Analysis:

Beckman, K.R. (2014) *Animating film theory*. Durham: Duke University Press.

Block, B. (2013) *The visual story: creating the visual structure of film, TV, and digital media*. Oxford: Focal Press

Storr, W. (2020) *The science of storytelling: why stories make us human and how to tell them better*. London: William Collins.

Reinhard, C.D. and Olson, C.J. (2016) *Making sense of cinema: empirical studies into film spectators and spectatorship*. London: Bloomsbury Publishing.

# Useful sources of information

**Writing Skills:**

Godfrey, J. (2013) *How to use your reading in your essays*. Basingstoke: Palgrave.

Pears, R. and Shields, G. (2022) *Cite them right: the essential referencing guide*. 12th edn. London: Bloomsbury Academic.

**Further sources of information:**

Substance Painter: https://substance3d.adobe.com/tutorials/courses/the-pbr-guide-part-1

https://substance3d.adobe.com/tutorials/courses/the-pbr-guide-part-2

Nuke: https://learn.foundry.com/

Unreal Engine: https://dev.epicgames.com/community/unreal-engine/learning

Cave Academy – general CGI & VFX https://caveacademy.com/webinars/

Befores and Afters – general VFX https://beforesandafters.com/

Animation Magazine – general animation https://www.animationmagazine.net/

CGI Cinematography: Home - Chris Brejon

Entegma Houdini: Houdini – Entagma

Houdini Official Channel: http://www.youtube.com/@houdini3d

View Conference: https://www.youtube.com/@viewconference

iAnimate: https://www.youtube.com/@iAnimateWS

Jean-Denis Haas: https://www.youtube.com/@jeandenishaas

Arvid Scheider: https://www.youtube.com/@arvidurs

Alfie Vaughan: http://www.youtube.com/@AlfieVaughan

Flipped Normals: http://www.youtube.com/@FlippedNormals

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**Email:** library@norwichuni.ac.uk
**Course guides:** https://library.norwichuni.ac.uk/course-guides