

### 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:**

Holmes, S. and Powers Going, L. (2023) *Visual effects for indie filmmakers: a guide to VFX integration and artist collaboration*. Abingdon: Taylor & Francis.

Zwerman, S. and Okun, J.A. (2023) *The VES handbook of virtual production*. New York: Focal Press.

#### **Critical Thinking and Analysis**

Ayers, D. (2019) *Spectacular posthumanism: the digital vernacular of visual effects*. London: Bloomsbury Academic.

Bode, L. (2017) *Making believe: screen performance and special effects in popular cinema*. New Brunswick: Rutgers University Press.

Cottrell, C. (2017) *Critical thinking skills*. London: Bloomsbury Academic.

McClean, S.T. (2007) *Digital storytelling: the narrative power of visual effects in film*. Cambridge, MA; London: MIT Press.

Williams, K. (2014) *Getting critical*. Basingstoke: Palgrave Macmillan.

#### **Writing Skills**

Cottrell, S. (2014) *Dissertations and reports: a step-by-step guide*. London: Bloomsbury Academic.

Eco, U., Mongiat Farina, C. and Farina, G. (2015) *How to write a thesis*. Cambridge, MA: MIT Press.

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

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

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

**Email:** [library@norwichuni.ac.uk](mailto:library@norwichuni.ac.uk)

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

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#### 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/>

Before and Afters – general VFX <https://beforesandafters.com/>

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

CGI Cinematography: [Home - Chris Brejon](#)

Entagma 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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