

BA3B AVFX

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.

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

Hooks, E. (2023) *Acting for animators*. Abingdon: Taylor & Francis.

Holmes, S. and Powers Going, L. (2024) *Visual effects for indie filmmakers: a guide to VFX integration and artist collaboration*. Abingdon: 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*. London: Weidenfeld & Nicolson.

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

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

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Employment Skills

Burnett, B. and Evans, D. (2018) *Designing your life: build the perfect career, step by step*. London: Vintage.

Levy, D.B. (2021) *Your career in animation: how to survive and thrive*. 2nd edn. New York: Allworth Press.

Sinicki, A. (2019) *Thriving in the gig economy: freelancing online for tech professionals and entrepreneurs*. Berkeley, CA: Apress.

Stone, G. and Kerry, M. (2024) *Your career in the media & creative industries*. London: Sage Publications Limited.

Tupper, H. and Ellis, S. (2020) *The squiggly career: ditch the ladder, discover opportunity, design your career*. London: Penguin UK.

Further sources of information:

- ScreenSkills - <https://www.screenskills.com/>
- Access VFX - <https://www.accessvfx.org/>
- Animation UK - <https://www.animationuk.org/skills/>
- 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://beforeandafters.com/>
- Animation Magazine – general animation <https://www.animationmagazine.net/>
- CGI Cinematography: [Home](#) - Chris Brejon
- Entegma Houdini: [Houdini – Entegma](#)
- 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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