

Animation BA3B

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](#)

Recommended:

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*. Oxford: Taylor & Francis.

Holmes, S. and Powers Going, L (2024). *Visual Effects for Indie Filmmakers: a guide to VFX integration and artist collaboration*. 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*. 2nd edn. Los Angeles, Calif.: Silman-James.

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

Critical Thinking and Analysis:

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

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

Mcclean, S.T. (2007). *Digital Storytelling : the Narrative Power of Visual Effects in Film*. Cambridge, Mass. ; London: Mit.

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

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

Email: library@norwichuni.ac.uk

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, 2018.

Levy, D.B. (2021). *Your Career in Animation: How to Survive and Thrive (2nd Edition)*. New York : Allworth Press, 2021.

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*. Los Angeles: Sage Publications Limited.

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

Further:

Further sources of information:

ScreenSkills - <https://www.screenskills.com/>

Access VFX - <https://www.accessvfx.org/>

Animation UK - <https://www.animationuk.org/skills/>

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

The Rookies - <https://www.therookies.co/>

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

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