

FM2610 - Asset Creation II: Advanced Techniques

[View Online](#)

Ambrose, Gavin, and Paul Harris. 2015. Design Thinking for Visual Communication. Second edition. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc.

Anon. 2017. The Ultimate Concept Art Career Guide. Worcester: 3DTotal Publishing.

Anon. 2020. Beginner's Guide to Digital Painting in Photoshop 2nd Edition. Second edition. Worcester: 3dtotal Publishing.

Barber, Barrington. 2010. The Complete Book of Drawing: Essential Skills for Every Artist. London: Arcturus.

Beiman, Nancy. 2017. Prepare to Board!: Creating Story and Characters for Animated Features and Shorts. Third edition. Boca Raton: CRC Press.

Birren, Faber. 1961. Color Psychology and Color Therapy: A Factual Study of the Influence of Color on Human Life. [Revised ed.]. Secaucus: University Books, Inc.

Bridgman, George Brant. 1973. Constructive Anatomy. New York: Dover Publications.

Campbell, Joseph and Joseph Campbell Foundation. 2008. The Hero with a Thousand Faces . Vol. 17. 3rd ed. Novato, Calif: New World Library.

Clair, Kassia St. 2018. Secret Lives of Colour. Illustrated ed. London: John Murray Press.

Crossley, Kevin. 2014. Character Design from the Ground Up. Lewes: Ilex.

Dodson, Bert. 2007. Keys to Drawing with Imagination: Strategies and Exercises for Gaining Confidence and Enhancing Your Creativity. 1st ed. Cincinnati, Ohio: North Light Books.

Faulkner, Andrew. 2020. Adobe Photoshop 2020 Release : Classroom in a Book : The Official Training Workbook from Adobe. San Jose, California, USA: Adobe.

Glebas, Francis. 2009. Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation. Amsterdam: Elsevier/Focal Press.

Gombrich, E. H. 2006. The Story of Art. Pocket ed. London: Phaidon.

Hornung, David. 2021. Colour: A Workshop for Artists & Designers. Third edition. London: Laurence King Publishing.

- Isbister, Katherine. 2006. *Better Game Characters by Design: A Psychological Approach*. Amsterdam: Elsevier/Morgan Kaufmann.
- Jenisch, Josh. 2008. *The Art of the Video Game*. Philadelphia, PA: Quirk Books.
- Krause, Jim. 2015. *Visual Design: Ninety-Five Things You Need to Know : Told in Helvetica and Dingbats*. Vol. Book01. [San Francisco, CA]: New Riders.
- Lewis, Marisa, ed. 2016. *Beyond Art Fundamentals: A Guide to Emotion, Mood, and Storytelling for Artists*. Worcester, United Kingdom: 3dtotal Publishing.
- Lidwell, William. 2018. *How Colors Affect You: What Science Reveals*. The Great Courses.
- Lilly, Elliott. n.d. *The Big Bad World of Concept Art for Video Games: How to Start Your Career as a Concept Artist*. First edition. edited by J. Thacker and S. DeGonia. [Culver City, CA, United States]: Design Studio Press.
- Loomis, Andrew. 2011. *Figure Drawing for All It's Worth*. London: Titan Books.
- MacLean, Fraser. 2011. *Setting the Scene: The Art & Evolution of Animation Layout*. San Francisco: Chronicle Books.
- Mattesi, Michael D. 2008. *Force: Character Design from Life Drawing*. Amsterdam: Elsevier/Focal Press.
- Montague, John. 2013. *Basic Perspective Drawing: A Visual Approach*. 6th ed. New York: John Wiley.
- Noble, Ian, and Russell Bestley. 2016. *Visual Research: An Introduction to Research Methodologies in Graphic Design*. 3rd edition. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc.
- Sheppard, Anne. 1987. *Aesthetics: An Introduction to the Philosophy of Art*. Oxford: Oxford University Press.
- Simblet, Sarah. 2009. *The Drawing Book*. London: Dorling Kindersley.
- Simpson, Ian, and Lawrence Wood. 1987. *The Encyclopedia of Drawing Techniques*. London: Headline.
- Skolnick, Evan. 2014. *Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques*. Berkeley: Watson-Guptill.
- Solarski, Chris. 2012. *Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Game Design*. First edition. New York: Watson-Guptill.
- Swink, Steve. 2009. *Game Feel: A Game Designer's Guide to Virtual Sensation*. Amsterdam: Morgan Kaufmann Publishers/Elsevier.
- VanderMeer, Jeff. 2013. *Wonderbook: An Illustrated Guide to Creating Imaginative Fiction*. New York: Abrams Image.
- Wiedemann, Julius, ed. 2014. *Illustration Now!: 5*. Köln: Taschen.

Williams, Richard. 2009. *The Animator's Survival Kit*. Expanded ed. London: Faber and Faber.

Wyatt, Andy. 2010. *The Complete Digital Animation Course: The Principles, Practice, and Techniques of Successful Digital Animation*. London: Thames & Hudson.