

FM2610 - Asset Creation II: Advanced Techniques

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@book{Ambrose_Harris_2015, address={London}, edition={Second edition}, title={Design thinking for visual communication}, publisher={Fairchild Books, an imprint of Bloomsbury Publishing Plc}, author={Ambrose, Gavin and Harris, Paul}, year={2015} }

@book{Barber_2010, address={London}, title={The complete book of drawing: essential skills for every artist}, publisher={Arcturus}, author={Barber, Barrington}, year={2010} }

@book{Beiman_2017, address={Boca Raton}, edition={Third edition}, title={Prepare to board!: creating story and characters for animated features and shorts}, url={https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4837777}, publisher={CRC Press}, author={Beiman, Nancy}, year={2017} }

@book{Birren_1961, address={Secaucus}, edition={ [Revised ed.] }, title={Color psychology and color therapy: a factual study of the influence of color on human life}, publisher={University Books, Inc}, author={Birren, Faber}, year={1961} }

@book{Bridgman_1973, address={New York}, title={Constructive anatomy}, publisher={Dover Publications}, author={Bridgman, George Brant}, year={1973} }

@book{Campbell_Joseph Campbell Foundation_2008, address={Novato, Calif}, edition={3rd ed}, title={The hero with a thousand faces}, volume={17}, publisher={New World Library}, author={Campbell, Joseph and Joseph Campbell Foundation}, year={2008} }

@book{Clair_2018, address={London}, edition={Illustrated ed}, title={Secret lives of colour}, publisher={John Murray Press}, author={Clair, Kassia St}, year={2018} }

@book{Crossley_2014, address={Lewes}, title={Character design from the ground up}, publisher={Ilex}, author={Crossley, Kevin}, year={2014} }

@book{Dodson_2007, address={Cincinnati, Ohio}, edition={1st ed}, title={Keys to drawing with imagination: strategies and exercises for gaining confidence and enhancing your creativity}, url={http://lib.myilibrary.com/browse/open.asp?id=229854&entityid=https://idp.brunel.ac.uk/entity}, publisher={North Light Books}, author={Dodson, Bert}, year={2007} }

@book{Faulkner_2020, address={San Jose, California, USA}, title={Adobe Photoshop 2020 release : classroom in a book : the official training workbook from Adobe}, publisher={Adobe}, author={Faulkner, Andrew}, year={2020} }

@book{Glebas_2009, address={Amsterdam}, title={Directing the story: professional storytelling and storyboarding techniques for live action and animation}, url={http://lib.myilibrary.com/browse/open.asp?id=273747&entityid=https://idp.brunel.ac.uk/entity}, publisher={Elsevier/Focal Press}, author={Glebas, Francis}, year={2009} }

@book{Gombrich_2006, address={London}, edition={Pocket ed}, title={The story of art}, publisher={Phaidon}, author={Gombrich, E. H.}, year={2006} }

@book{Hornung_2021, address={London}, edition={Third edition}, title={Colour: a workshop for artists & designers}, publisher={Laurence King Publishing}, author={Hornung, David}, year={2021} }

@book{Isbister_2006, address={Amsterdam}, title={Better game characters by design: a psychological approach}, url={http://lib.myilibrary.com/browse/open.asp?id=96450&entityid=https://idp.brunel.ac.uk/entity}, publisher={Elsevier/Morgan Kaufmann}, author={Isbister, Katherine}, year={2006} }

@book{Jenisch_2008, address={Philadelphia, PA}, title={The art of the video game}, publisher={Quirk Books}, author={Jenisch, Josh}, year={2008} }

@book{Krause_2015, address={[San Francisco, CA]}, title={Visual design: ninety-five things you need to know : told in Helvetica and Dingbats}, volume={Book01}, publisher={New Riders}, author={Krause, Jim}, year={2015} }

@book{Lidwell_2018, title={How Colors Affect You: What Science Reveals}, url={https://www.audible.co.uk/pd/How-Colors-Affect-You-What-Science-Reveals-Audiobook/1629976164}, publisher={The Great Courses}, author={Lidwell, William}, year={2018}, month={Dec} }

@book{Lilly, address={[Culver City, CA, United States]}, edition={First edition}, title={The big bad world of concept art for video games: how to start your career as a concept artist}, publisher={Design Studio Press}, author={Lilly, Elliott}, editor={Thacker, Jim and DeGonia, Sara} }

@book{Loomis_2011, address={London}, title={Figure drawing for all it's worth}, publisher={Titan Books}, author={Loomis, Andrew}, year={2011} }

@book{MacLean_2011, address={San Francisco}, title={Setting the scene: the art & evolution of animation layout}, publisher={Chronicle Books}, author={MacLean, Fraser}, year={2011} }

@book{Mattesi_2008, address={Amsterdam}, title={Force: character design from life drawing}, url={https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4689225}, publisher={Elsevier/Focal Press}, author={Mattesi, Michael D.}, year={2008} }

@book{Montague_2013, address={New York}, edition={6th ed}, title={Basic perspective drawing: a visual approach}, publisher={John Wiley}, author={Montague, John}, year={2013} }

@book{Noble_Bestley_2016, address={London}, edition={3rd edition}, title={Visual research: an introduction to research methodologies in graphic design}, publisher={Fairchild Books, an imprint of Bloomsbury Publishing Plc}, author={Noble, Ian and Bestley, Russell}, year={2016} }

@book{Sheppard_1987, address={Oxford}, title={Aesthetics: an introduction to the philosophy of art}, publisher={Oxford University Press}, author={Sheppard, Anne}, year={1987} }

@book{Simblet_2009, address={London}, title={The drawing book}, publisher={Dorling Kindersley}, author={Simblet, Sarah}, year={2009} }

@book{Simpson_Wood_1987, address={London}, title={The encyclopedia of drawing techniques}, publisher={Headline}, author={Simpson, Ian and Wood, Lawrence}, year={1987} }

@book{Skolnick_2014, address={Berkeley}, title={Video game storytelling: what every developer needs to know about narrative techniques}, publisher={Watson-Guptill}, author={Skolnick, Evan}, year={2014} }

@book{Solarski_2012, address={New York}, edition={First edition}, title={Drawing basics and video game art: classic to cutting-edge art techniques for winning game design}, url={http://lib.myilibrary.com/browse/open.asp?id=449587&entityid=https://idp.brunel.ac.uk/entity}, publisher={Watson-Guptill}, author={Solarski, Chris}, year={2012} }

@book{Swink_2009, address={Amsterdam}, title={Game feel: a game designer's guide to virtual sensation}, url={http://www.vlebooks.com/vleweb/product/openreader?id=Brunel&isbn=9780080921754}, publisher={Morgan Kaufmann Publishers/Elsevier}, author={Swink, Steve}, year={2009} }

@book{VanderMeer_2013, address={New York}, title={Wonderbook: an illustrated guide to creating imaginative fiction}, publisher={Abrams Image}, author={VanderMeer, Jeff}, year={2013} }

@book{Williams_2009, address={London}, edition={Expanded ed}, title={The animator's survival kit}, publisher={Faber and Faber}, author={Williams, Richard}, year={2009} }

@book{Wyatt_2010, address={London}, title={The complete digital animation course: the principles, practice, and techniques of successful digital animation}, publisher={Thames & Hudson}, author={Wyatt, Andy}, year={2010} }

@book{Wiedemann_2014, address={Köln}, title={Illustration now!: 5}, publisher={Taschen}, year={2014} }

@book{Lewis_2016, address={Worcester, United Kingdom}, title={Beyond art fundamentals: a guide to emotion, mood, and storytelling for artists}, publisher={3dtotal Publishing}, year={2016} }

@book{The ultimate concept art career guide_2017, address={Worcester},

publisher={3DTotal Publishing}, year={2017} }

@book{Beginner's Guide to Digital Painting in Photoshop 2nd Edition_2020,
address={Worcester}, edition={Second edition}, publisher={3dtotal Publishing},
year={2020} }