

# FM2610 - Asset Creation II: Advanced Techniques

View Online



---

1

Faulkner A. Adobe Photoshop 2020 release : classroom in a book : the official training workbook from Adobe. San Jose, California, USA: : Adobe 2020.

2

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

3

Barber B. The complete book of drawing: essential skills for every artist. London: : Arcturus 2010.

4

Mattesi MD. Force: character design from life drawing. Amsterdam: : Elsevier/Focal Press 2008. <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4689225>

5

Simblet S. The drawing book. London: : Dorling Kindersley 2009.

6

Dodson B. Keys to drawing with imagination: strategies and exercises for gaining confidence and enhancing your creativity. 1st ed. Cincinnati, Ohio: : North Light Books 2007.

<http://lib.myilibrary.com/browse/open.asp?id=229854&entityid=https://idp.brunel.ac.uk/entity>

7

Simpson I, Wood L. The encyclopedia of drawing techniques. London: : Headline 1987.

8

Loomis A. Figure drawing for all it's worth. London: : Titan Books 2011.

9

Solarski C. Drawing basics and video game art: classic to cutting-edge art techniques for winning game design. First edition. New York: : Watson-Guption 2012.  
<http://lib.myilibrary.com/browse/open.asp?id=449587&entityid=https://idp.brunel.ac.uk/entity>

10

Gombrich EH. The story of art. Pocket ed. London: : Phaidon 2006.

11

Sheppard A. Aesthetics: an introduction to the philosophy of art. Oxford: : Oxford University Press 1987.

12

Swink S. Game feel: a game designer's guide to virtual sensation. Amsterdam: : Morgan Kaufmann Publishers/Elsevier 2009.  
<http://www.vlebooks.com/vleweb/product/openreader?id=Brunel&isbn=9780080921754>

13

Jenisch J. The art of the video game. Philadelphia, PA: : Quirk Books 2008.

14

Montague J. Basic perspective drawing: a visual approach. 6th ed. New York: : John Wiley 2013.

15

Bridgman GB. Constructive anatomy. New York: : Dover Publications 1973.

16

Clair KS. Secret lives of colour. Illustrated ed. London: : John Murray Press 2018.

17

Birren F. Color psychology and color therapy: a factual study of the influence of color on human life. [Revised ed.]. Secaucus: : University Books, Inc 1961.

18

Hornung D. Colour: a workshop for artists & designers. Third edition. London: : Laurence King Publishing 2021.

19

Lidwell W. How Colors Affect You: What Science Reveals. The Great Courses 2018.  
<https://www.audible.co.uk/pd/How-Colors-Affect-You-What-Science-Reveals-Audiobook/1629976164>

20

Lewis M, editor. Beyond art fundamentals: a guide to emotion, mood, and storytelling for artists. Worcester, United Kingdom: : 3dtotal Publishing 2016.

21

Lilly E. The big bad world of concept art for video games: how to start your career as a concept artist. First edition. [Culver City, CA, United States]: : Design Studio Press

22

Noble I, Bestley R. Visual research: an introduction to research methodologies in graphic design. 3rd edition. London: : Fairchild Books, an imprint of Bloomsbury Publishing Plc 2016.

23

The ultimate concept art career guide. Worcester: : 3DTotal Publishing 2017.

24

Crossley K. Character design from the ground up. Lewes: : Ilex 2014.

25

Isbister K. Better game characters by design: a psychological approach. Amsterdam: : Elsevier/Morgan Kaufmann 2006.  
<http://lib.myilibrary.com/browse/open.asp?id=96450&entityid=https://idp.brunel.ac.uk/entity>

26

VanderMeer J. Wonderbook: an illustrated guide to creating imaginative fiction. New York: : Abrams Image 2013.

27

Campbell J, Joseph Campbell Foundation. The hero with a thousand faces. 3rd ed. Novato, Calif: : New World Library 2008.

28

Ambrose G, Harris P. Design thinking for visual communication. Second edition. London: : Fairchild Books, an imprint of Bloomsbury Publishing Plc 2015.

29

Krause J. Visual design: ninety-five things you need to know : told in Helvetica and Dingbats. [San Francisco, CA]: : New Riders 2015.

30

Wiedemann J, editor. Illustration now!: 5. Kèoln: : Taschen 2014.

31

Beiman N. Prepare to board!: creating story and characters for animated features and shorts. Third edition. Boca Raton: : CRC Press 2017.

<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4837777>

32

Glebas F. Directing the story: professional storytelling and storyboarding techniques for live action and animation. Amsterdam: : Elsevier/Focal Press 2009.

<http://lib.myilibrary.com/browse/open.asp?id=273747&entityid=https://idp.brunel.ac.uk/entity>

33

Skolnick E. Video game storytelling: what every developer needs to know about narrative techniques. Berkeley: : Watson-Guptill 2014.

34

Williams R. The animator's survival kit. Expanded ed. London: : Faber and Faber 2009.

35

MacLean F. Setting the scene: the art & evolution of animation layout. San Francisco: : Chronicle Books 2011.

36

Wyatt A. The complete digital animation course: the principles, practice, and techniques of

successful digital animation. London: : Thames & Hudson 2010.