FM2610 - Asset Creation II: Advanced Techniques

[1]

A. Faulkner, 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]

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

[4]

M. D. Mattesi, Force: character design from life drawing. Amsterdam: Elsevier/Focal Press, 2008 [Online]. Available: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4689225

[5]

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

[6]

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

[Online]. Available:
http://lib.myilibrary.com/browse/open.asp?id=229854&entityid=https://idp.brunel.ac.uk/entity

[7]

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

[8]

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

[9]

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

[10]

E. H. Gombrich, The story of art, Pocket ed. London: Phaidon, 2006.

[11]

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

[12]

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

[13]

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

[14]

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

[15]

G. B. Bridgman, Constructive anatomy. New York: Dover Publications, 1973.

[16]

K. S. Clair, Secret lives of colour, Illustrated ed. London: John Murray Press, 2018.

[17]

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

[18]

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

[19]

W. Lidwell, How Colors Affect You: What Science Reveals. The Great Courses, 2018 [Online]. Available: https://www.audible.co.uk/pd/How-Colors-Affect-You-What-Science-Reveals-Audiobook/1629976164

[20]

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

[21]

E. Lilly, 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]

I. Noble and R. Bestley, 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]

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

[25]

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

[26]

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

[27]

J. Campbell and Joseph Campbell Foundation, The hero with a thousand faces, 3rd ed., vol. 17. Novato, Calif: New World Library, 2008.

[28]

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

[29]

J. Krause, Visual design: ninety-five things you need to know : told in Helvetica and Dingbats, vol. Book01. [San Francisco, CA]: New Riders, 2015.

[30]

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

[31]

N. Beiman, Prepare to board!: creating story and characters for animated features and shorts, Third edition. Boca Raton: CRC Press, 2017 [Online]. Available: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4837777

[32]

F. Glebas, Directing the story: professional storytelling and storyboarding techniques for live action and animation. Amsterdam: Elsevier/Focal Press, 2009 [Online]. Available: http://lib.myilibrary.com/browse/open.asp?id=273747&entityid=https://idp.brunel.ac.uk/entity

[33]

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

[34]

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

[35]

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

[36]

A. Wyatt, The complete digital animation course: the principles, practice, and techniques of successful digital animation. London: Thames & Hudson, 2010.