

# FM2610 - Asset Creation II: Advanced Techniques

View Online



---

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

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

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

Beiman, Nancy. *Prepare to Board!: Creating Story and Characters for Animated Features and Shorts*. Third edition. Boca Raton: CRC Press, 2017. Web.  
<<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4837777>>.

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

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

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

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

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

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

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

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

Glebas, Francis. *Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation*. Amsterdam: Elsevier/Focal Press, 2009. Web.  
<<http://lib.myilibrary.com/browse/open.asp?id=273747&entityid=https://idp.brunel.ac.uk/entity>>.

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

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

Isbister, Katherine. *Better Game Characters by Design: A Psychological Approach*. Amsterdam: Elsevier/Morgan Kaufmann, 2006. Web.  
<<http://lib.myilibrary.com/browse/open.asp?id=96450&entityid=https://idp.brunel.ac.uk/entity>>.

Jenisch, Josh. *The Art of the Video Game*. Philadelphia, PA: Quirk Books, 2008. Print.

Krause, Jim. *Visual Design: Ninety-Five Things You Need to Know : Told in Helvetica and Dingbats*. Vol. Book01. [San Francisco, CA]: New Riders, 2015. Print.

Lewis, Marisa, ed. *Beyond Art Fundamentals: A Guide to Emotion, Mood, and Storytelling for Artists*. Worcester, United Kingdom: 3dtotal Publishing, 2016. Print.

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

Lilly, Elliott. *The Big Bad World of Concept Art for Video Games: How to Start Your Career as a Concept Artist*. Ed. Jim Thacker and Sara DeGonia. First edition. [Culver City, CA, United States]: Design Studio Press. Print.

Loomis, Andrew. *Figure Drawing for All It's Worth*. London: Titan Books, 2011. Print.

MacLean, Fraser. *Setting the Scene: The Art & Evolution of Animation Layout*. San Francisco: Chronicle Books, 2011. Print.

Mattesi, Michael D. *Force: Character Design from Life Drawing*. Amsterdam: Elsevier/Focal Press, 2008. Web.  
<<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4689225>>.

Montague, John. *Basic Perspective Drawing: A Visual Approach*. 6th ed. New York: John Wiley, 2013. Print.

Noble, Ian, and Russell Bestley. *Visual Research: An Introduction to Research Methodologies in Graphic Design*. 3rd edition. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc, 2016. Print.

Sheppard, Anne. *Aesthetics: An Introduction to the Philosophy of Art*. Oxford: Oxford University Press, 1987. Print.

Simblet, Sarah. *The Drawing Book*. London: Dorling Kindersley, 2009. Print.

Simpson, Ian, and Lawrence Wood. *The Encyclopedia of Drawing Techniques*. London: Headline, 1987. Print.

Skolnick, Evan. *Video Game Storytelling: What Every Developer Needs to Know about*

Narrative Techniques. Berkeley: Watson-Guptill, 2014. Print.

Solarski, Chris. Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Game Design. First edition. New York: Watson-Guptill, 2012. Web.  
<<http://lib.myilibrary.com/browse/open.asp?id=449587&entityid=https://idp.brunel.ac.uk/entity>>.

Swink, Steve. Game Feel: A Game Designer's Guide to Virtual Sensation. Amsterdam: Morgan Kaufmann Publishers/Elsevier, 2009. Web.  
<<http://www.vlebooks.com/vleweb/product/openreader?id=Brunel&isbn=9780080921754>>.

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

VanderMeer, Jeff. Wonderbook: An Illustrated Guide to Creating Imaginative Fiction. New York: Abrams Image, 2013. Print.

Wiedemann, Julius, ed. Illustration Now!: 5. Köln: Taschen, 2014. Print.

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

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