

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. (Adobe, 2020).

 2.
Beginner's Guide to Digital Painting in Photoshop 2nd Edition. (3dtotal Publishing, 2020).

 3.
Barber, B. The complete book of drawing: essential skills for every artist. (Arcturus, 2010).

 4.
Mattesi, M. D. Force: character design from life drawing. (Elsevier/Focal Press, 2008).

 5.
Simblet, S. The drawing book. (Dorling Kindersley, 2009).

 6.
Dodson, B. Keys to drawing with imagination: strategies and exercises for gaining confidence and enhancing your creativity. (North Light Books, 2007).

7.

Simpson, I. & Wood, L. The encyclopedia of drawing techniques. (Headline, 1987).

8.

Loomis, A. Figure drawing for all it's worth. (Titan Books, 2011).

9.

Solarski, C. Drawing basics and video game art: classic to cutting-edge art techniques for winning game design. (Watson-Guptill, 2012).

10.

Gombrich, E. H. The story of art. (Phaidon, 2006).

11.

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

12.

Swink, S. Game feel: a game designer's guide to virtual sensation. (Morgan Kaufmann Publishers/Elsevier, 2009).

13.

Jenisch, J. The art of the video game. (Quirk Books, 2008).

14.

Montague, J. Basic perspective drawing: a visual approach. (John Wiley, 2013).

15.

Bridgman, G. B. Constructive anatomy. (Dover Publications, 1973).

16.

Clair, K. S. Secret lives of colour. (John Murray Press, 2018).

17.

Birren, F. Color psychology and color therapy: a factual study of the influence of color on human life. (University Books, Inc, 1961).

18.

Hornung, D. Colour: a workshop for artists & designers. (Laurence King Publishing, 2021).

19.

Lidwell, W. How Colors Affect You: What Science Reveals. (The Great Courses, 2018).

20.

Beyond art fundamentals: a guide to emotion, mood, and storytelling for artists. (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. (Design Studio Press).

22.

Noble, I. & Bestley, R. Visual research: an introduction to research methodologies in graphic design. (Fairchild Books, an imprint of Bloomsbury Publishing Plc, 2016).

23.

The ultimate concept art career guide. (3DTotal Publishing, 2017).

24.

Crossley, K. Character design from the ground up. (Ilex, 2014).

25.

Isbister, K. Better game characters by design: a psychological approach. (Elsevier/Morgan Kaufmann, 2006).

26.

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

27.

Campbell, J. & Joseph Campbell Foundation. The hero with a thousand faces. vol. 17 (New World Library, 2008).

28.

Ambrose, G. & Harris, P. Design thinking for visual communication. (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. vol. Book01 (New Riders, 2015).

30.

Illustration now!: 5. (Taschen, 2014).

31.

Beiman, N. Prepare to board!: creating story and characters for animated features and shorts. (CRC Press, 2017).

32.

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

33.

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

34.

Williams, R. The animator's survival kit. (Faber and Faber, 2009).

35.

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

36.

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