

MA2023: Animation and VFX

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My general animation reading list.

Initially for MA2023 Animation and VFX but includes general subject area.

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Comer, Stuart. 2009. *Film and Video Art*. London: Tate.

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Crook, Ian, and Peter Beare. 2016. *Motion Graphics: Principles and Processes From the Ground Up*. Vol. Required reading range. Course reader. London: Fairchild Books.

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Eisenstein, Sergei, and Jay Leyda. 1988. *Eisenstein on Disney*. Vol. Eisenstein texts. London: Methuen.

Elsaesser, Thomas. 2009a. 'Tales of Epiphany and Entropy: Paranarrative World on YouTube'. Pp. 150–72 in *Film Theory and Contemporary Hollywood Movies*. New York: Routledge.

Elsaesser, Thomas. 2009b. 'Tales of Epiphany and Entropy: Paranarrative Worlds on Youtube'. Pp. 150–72 in *Film Theory and Contemporary Hollywood Movies*. New York; London: Routledge.

Faulkner, Andrew, and Conrad Chavez. 2017. *Adobe Photoshop CC: 2017 Release*. Vol. Classroom in a Book : The Official Training Workbook From Adobe Systems. San Jose: AdobePress.

Furniss, Maureen. 2017. *Animation: The Global History*. London: Thames & Hudson.

Gehman, Chris. 2005. *The Sharpest Point: Animation at the End of Cinema*. YYZ Books.

Gunning, Tom. 2013a. 'The Transforming Image: The Roots of Animation in Metamorphosis and Motion'. Pp. 53–70 in *Pervasive Animation*. Vol. AFI film readers, edited by S. Buchan. New York: Routledge.

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Imagination. New York: Princeton Architectural Press.

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Hooks, Ed. 2017. *Acting for Animators*. 4th Edition. London: Routledge.

Horrocks, Roger. 2010. *Art That Moves: The Work of Len Lye*. Auckland: Auckland University Press.

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Klein, Norman. 2004. 'Movie F/X: Making Heads Roll'. Pp. 213–28 in *The Vatican to Vegas: A History of Special Effects*. New York: New Press.

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Krasner, Jon S. 2013a. *Motion Graphic Design: Applied History and Aesthetics*. 3rd Edition. Abingdon: Focal Press.

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Manovich, Lev. 2001. 'The Illusions'. Pp. 161–86 in *The Language of New Media*. Cambridge, Massachusetts: The MIT Press.

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McCloud, Scott. 2001. 'The Vocabulary of Comics'. Pp. 24–59 in *Understanding Comics: The Invisible Art*. New York: Harper Collins.

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Meyer, Trish, and Chris Meyer. 2016a. *After Effects Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist*. 4th Edition. New York: Routledge.

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Obrist, Hans-Ulrich. 2014. *Mapping It Out: An Alternative Atlas of Contemporary Cartographies*. London: Thames & Hudson.

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