## MA2023: Animation and VFX

My general animation reading list. Initially for MA2023 Animation and VFX but includes general subject area.



Beckman, K.R. (2014) Animating Film Theory [electronic resource]. Durham: Duke University Press. Available at:

https://ebookcentral.proquest.com/lib/rhul/detail.action?docID=1647711.

Bendazzi, G. (2015a) Animation: Volume I: Foundations - The Golden Age. Independence: CRC Press. Available at:

http://ebookcentral.proguest.com/lib/rhul/detail.action?docID=4689249.

Bendazzi, G. (2015b) Animation: Volume II: The Birth of a Style - The Three Markets. Independence: CRC Press. Available at:

http://ebookcentral.proquest.com/lib/rhul/detail.action?docID=4689309.

Bendazzi, G. (2015c) Animation: Volume III: Contemporary Times. Independence: CRC Press. Available at:

http://ebookcentral.proguest.com/lib/rhul/detail.action?docID=4689314.

Blain, J.M. (2016) The Complete Guide to Blender Graphics: Computer Modeling & Animation. 3rd Edition. Boca Raton: CRC Press.

Blair, P. (1997) Cartoon Animation. Laguna Hills, Calif: Walter Foster.

Buchan, S. (ed.) (2006) Animated 'Worlds'. Eastleigh: John Libbey Publishing.

Buchan, S. (2013a) Pervasive Animation. New York: Routledge.

Buchan, S. (ed.) (2013b) Pervasive Animation [electronic book]. Available at: https://ebookcentral.proquest.com/lib/rhul/detail.action?docID=1356326.

Camper, F. (2007) 'The Films of Robert Breer', in Aurora 2007: Possible Worlds. AURORA. Carels, E. (2006) 'Animation = A Multiplication of Artforms?', in The Animate! Book: Rethinking Animation. London: LUX, pp. 14–22.

Carels, E. (2010) 'Biometry and Antibodies. Modernising Animation / Animating Modernity', in Animism: 1. Lukas & Sternberg.

Carels, E. and Macfarlane, K. (2012) Graphology: Drawing From Automatism and Automation. London: Drawing Room.

Catmull, E.E. and Wallace, A. (2014) Creativity, Inc: Overcoming the Unseen Forces That Stand in the Way of True Inspiration. London: Bantam Press.

Christiansen, M. (2014) Adobe After Effects CC: Visual Effects and Compositing Studio Techniques. Peachpit.

Comer, S. (2009) Film and Video Art. London: Tate.

Crafton, D. (1993) Before Mickey: Animated Film, 1898-1928. New Edition. Chicago, III: University of Chicago Press.

Crafton, D. (2013) Shadow of a Mouse: Performance, Belief, and World-Making in Animation. Berkeley, California: University of California Press.

Crook, I. and Beare, P. (2016) Motion Graphics: Principles and Proccesses From the Ground Up. London: Fairchild Books.

Darley, A. (2000) 'Simulation and Hyperrealism: Computer Animation: Second-Order Realism', in Visual Digital Culture: Surface Play and Spectacle in New Media Genres. London, New York: Routledge, pp. 81–101.

Darley, A. (2007) 'Bones of Contention: Thoughts on the Study', Animation, 2(1), pp. 63–76. Available at: https://doi.org/10.1177/1746847706068902.

Dorfman, A. and Mattelart, A. (1991) How to Read Donald Duck: Imperialist Ideology in the Disney Comic. New Enlarged Edition. New York: International General.

Eisenstein, S. and Leyda, J. (1988) Eisenstein on Disney. London: Methuen.

Elsaesser, T. (2009a) 'Tales of Epiphany and Entropy: Paranarrative World on YouTube', in Film Theory and Contemporary Hollywood Movies. New York: Routledge, pp. 150–172. Available at: https://ebookcentral.proguest.com/lib/rhul/detail.action?docID=431808.

Elsaesser, T. (2009b) 'Tales of Epiphany and Entropy: Paranarrative Worlds on Youtube', in Film Theory and Contemporary Hollywood Movies. New York; London: Routledge, pp. 150–172

Faulkner, A. and Chavez, C. (2017) Adobe Photoshop CC: 2017 Release. San Jose: AdobePress.

Furniss, M. (2017) Animation: The Global History. London: Thames & Hudson.

Gehman, C. (2005) The Sharpest Point: Animation at the End of Cinema. YYZ Books.

Gunning, T. (2013a) 'The Transforming Image: The Roots of Animation in Metamorphosis and Motion', in S. Buchan (ed.) Pervasive Animation. New York: Routledge, pp. 53–70.

Gunning, T. (2013b) 'The Transforming Image: the Roots of Animation in Metamorphosis and Motion', in S. Buchan (ed.) Pervasive Animation, pp. 52–70. Available at: https://ebookcentral-proquest-com.ezproxy01.rhul.ac.uk/lib/rhul/detail.action?docID=1356 326.

Gyncild, B. and Fridsma, L. (2017) Adobe After Effects CC: 2017 Release. San Jose, California: Adobe.

Harmon, K. (2004) You Are Here: Personal Geographies and Other Maps of the Imagination. New York: Princeton Architectural Press.

Hebert, P. (2005) 'Cinema, Animation and Other Arts: An Unanswered Question', in The Sharpest Point: Animation at the End of Cinema. YYZ Books, pp. 179–188.

Hooks, E. (2017) Acting for Animators. 4th Edition. London: Routledge.

Horrocks, R. (2010) Art That Moves: The Work of Len Lye. Auckland: Auckland University Press. Available at:

http://ebookcentral.proguest.com/lib/rhul/detail.action?docID=1531092.

Klein, N. (2000) 'Animation and Animorphs', in Meta-Morphing: Visual Transformation and the Culture of Quick-Change. Minneapolis: University of Minnesota Press, pp. 21–40.

Klein, N. (2004) 'Movie F/X: Making Heads Roll', in The Vatican to Vegas: A History of Special Effects. New York: New Press, pp. 213–228.

Klein, N.M. (1996) Seven Minutes: The Life and Death of the American Animated Cartoon. London: Verso.

Klein, N.M. (2004) The Vatican to Vegas: A History of Special Effects. New York: New Press.

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

Krasner, J.S. (2013b) Motion Graphic Design: Applied History and Aesthetics [electronic resource]. Third edition. Abingdon: Focal Press. Available at: http://ezproxy01.rhul.ac.uk/login?url=http://www.dawsonera.com/depp/reader/protected/external/AbstractView/S9780240824703.

Lamarre, T. (2002) 'From Animation to Anime: Drawing Movements and Moving Drawings', Japan Forum, 14(2), pp. 329–367. Available at: https://doi.org/10.1080/09555800220136400.

LaMarre, T. (2009) The Anime Machine: A Media Theory of Animation. Minneapolis, Minn: University of Minnesota Press.

Lamarre, T. (2013a) 'Coming to Life: Cartoon Animals and Natural Philosophy', in S. Buchan (ed.) Pervasive Animation. New York: Routledge, pp. 117–142.

Lamarre, T. (2013b) 'Coming to Life: Cartoon Animals and Natural Philosophy', in S. Buchan (ed.) Pervasive Animation, pp. 117–142. Available at: https://ebookcentral.proguest.com/lib/rhul/detail.action?docID=1356326.

Lamarre, T. (2014) 'Cartoon Film Theory: Imamura Taihei on Animation, Documentary and Photography', in Animating Film Theory. Durham: Duke University Press, pp. 221–251.

Leighton, T. (2008) Art and the Moving Image: A Critical Reader. London: Tate Pub.

Leslie, E. (2002) 'Preclusion Experimental', in Hollywood Flatlands: Animation, Critical

Theory and the Avant-Garde. London: Verso, pp. 166–178.

Leslie, E. (2004) Hollywood Flatlands: Animation, Critical Theory and the Avant-Garde. London: Verso.

Lye, L. (2014) Len Lye: Motion Sketch. Drawing Center, U.S.

Manovich, L. (2001) 'The Illusions', in The Language of New Media. First MIT Press pbk. edition. Cambridge, Massachusetts: The MIT Press, pp. 161–186. Available at: https://ebookcentral.proquest.com/lib/rhul/detail.action?docID=6246549.

Manovich, L. (2002) 'The Illusions', in The Language of New Media. 1st MIT Press pbk. ed. Cambridge, Mass: MIT Press. Available at:

http://search.ebscohost.com/login.aspx?direct=true&scope=site&db=nlebk&db=nlabk&AN=138702.

McCloud, S. (2001) 'The Vocabulary of Comics', in Understanding Comics: The Invisible Art. New York: Harper Collins, pp. 24–59.

McCloud, S. (2006) Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels. 1st Edition. New York: Harper.

Meyer, T. and Meyer, C. (2016a) After Effects Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist. 4th Edition. New York: Routledge.

Meyer, T. and Meyer, C. (2016b) After Effects Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist [electronic resource]. 4th Edition. New York: Routledge. Available at: https://ebookcentral.proquest.com/lib/rhul/detail.action?docID=4443374.

Obrist, H.-U. (2014) Mapping It Out: An Alternative Atlas of Contemporary Cartographies. London: Thames & Hudson.

O'Pray, M. (1998) 'The Animated Film', in The Oxford Guide to Film Studies. Oxford: Oxford University Press, pp. 434–439.

Pilling, J. (1997a) A Reader in Animation Studies. London: John Libbey.

Pilling, J. (1997b) A Reader in Animation Studies [electronic resource]. London: John Libbey. Available at:

https://ebookcentral.proguest.com/lib/rhul/detail.action?docID=1977966.

Pilling, J. (2012a) Animating the Unconscious: Desire, Sexuality and Animation. London: Wallflower Press.

Pilling, J. (2012b) Animating the Unconscious: Desire, Sexuality and Animation. London: Wallflower Press.

Rosenberg, D. and Grafton, A. (2010a) Cartographies of Time. 1st Paperback Edition. New York: Princeton Architectural Press.

Rosenberg, D. and Grafton, A. (2010b) Cartographies of Time. 1st Paperback Edition. New York: Princeton Architectural Press.

Sammond, N. (2015a) Birth of an Industry: Blackface Minstrelsy and the Rise of American Animation. Durham: Duke University Press.

Sammond, N. (2015b) Birth of an Industry: Blackface Minstrelsy and the Rise of American Animation [electronic resource]. Durham: Duke University Press. Available at: https://ebookcentral-proquest-com.royalholloway.idm.oclc.org/lib/rhul/detail.action?docID= 2124360.

Shaw, A. (2016) Design for Motion: Fundamentals and Techniques of Motion Design. Edited by D. Shaw. New York: Focal Press.

Sito, T. (2006) Drawing the Line: The Untold Story of the Animation Unions From Bosko to Bart Simpson [electronic resource]. Lexington, Ky: University Press of Kentucky. Available at: https://ebookcentral.proquest.com/lib/rhul/detail.action?docID=792211.

Sito, T. (2013) Moving Innovation: A History of Computer Animation [electronic resource]. Cambridge, Massachusetts: The MIT Press. Available at: https://ebookcentral.proquest.com/lib/rhul/detail.action?docID=3339617.

Sullivan, K. (2013) Ideas for the Animated Short: Finding and Building Stories. 2nd Edition. New York: Focal Press.

Svankmajer, J. (1987) 'Animating the Fantastic', Afterimage, 13.

Takahashi, T. (2005) 'Meticulously, Recklessly Worked Upon: Direct Animation, the Auratic and the Index', in The Sharpest Point: Animation at the End of Cinema. YYZ Books, pp. 166–178.

Thomas, F. and Johnston, O. (1995a) The Illusion of Life: Disney Animation. 1st Hyperion Edition. New York: Hyperion.

Thomas, F. and Johnston, O. (1995b) 'The Principles of Animation', in The Illusion of Life: Disney Animation. 1st Hyperion Edition. New York: Hyperion, pp. 46–69.

Tufte, E.R. (1997) Visual Explanations: Images and Quantities, Evidence and Narrative. Cheshire, Conn: Graphics.

Tufte, E.R. (2006) Beautiful Evidence. Cheshire, Conn: Graphics Press.

Ward, P. (2004) 'Rotoshop in Context: Computer Rotoscoping and Animation Aesthetics', Animation Journal, 12, pp. 32–52. Available at: https://search.proquest.com/fiaf/docview/198948145/92671FACB143449CPQ/1?accountid= 11455.

Ward, P. (2005a) ''I Was Dreaming I Was Awake, and Then I Woke Up and Found Myself Asleep': Dreaming, Spectacle and Reality in Waking Life', in The Spectacle of the Real: From Hollywood to 'Reality' TV and Beyond. Bristol: Intellect, pp. 161–172.

Ward, P. (2005b) ''I Was Dreaming I Was Awake, and Then I Woke Up and Found Myself Asleep': Dreaming, Spectacle and Reality in Waking Life', in The Spectacle of the Real: From Hollywood to 'Reality' TV and Beyond. Bristol: Intellect, pp. 161–172. Available at: https://ebookcentral.proquest.com/lib/rhul/detail.action?docID=283031.

Ward, P. (2006) 'Animated Interactions: Animation Aesthetics and the World of the "Interactive" Documentary', in Animated 'Worlds'. Eastleigh: John Libbey Publishing, pp. 113–129.

Wells, P. and Moore, S. (2016) The Fundamentals of Animation. 2nd Edition. London: Fairchild Books.

Williams, R. (2009) The Animator's Survival Kit. Expanded Edition. London: Faber.

Wright, R. (2009) Computer Baroque: Computer Animation 1987-1995 | Animate Projects Archive. Available at: http://animateprojectsarchive.org/writing/essay\_archive/r\_wright.