

## 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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Blair, Preston, *Cartoon Animation* (Walter Foster, 1997)

Buchan, Suzanne (ed.), *Animated 'Worlds'* (John Libbey Publishing, 2006)

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

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Comer, Stuart, *Film and Video Art* (Tate, 2009)

Crafton, Donald, *Before Mickey: Animated Film, 1898-1928, New Edition* (University of Chicago Press, 1993)

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

Darley, Andrew, 'Bones of Contention: Thoughts on the Study', *Animation*, 2.1 (2007), pp. 63–76, doi:10.1177/1746847706068902

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

Eisenstein, Sergei, and Jay Leyda, *Eisenstein on Disney* (Methuen, 1988), Eisenstein texts  
Elsaesser, Thomas, 'Tales of Epiphany and Entropy: Paranarrative World on YouTube', in *Film Theory and Contemporary Hollywood Movies* (Routledge, 2009), pp. 150–72  
<<https://ebookcentral-proquest.com/lib/rhul/detail.action?docID=431808>>

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Faulkner, Andrew, and Conrad Chavez, *Adobe Photoshop CC: 2017 Release* (Adobe Press, 2017), Classroom in a Book: The Official Training Workbook From Adobe Systems

Furniss, Maureen, *Animation: The Global History* (Thames & Hudson, 2017)

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

Gunning, Tom, 'The Transforming Image: The Roots of Animation in Metamorphosis and Motion', in *Pervasive Animation*, ed. by Suzanne Buchan (Routledge, 2013), AFI film readers, pp. 53–70

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