

# Library Resource List for Animation



## Books

This is a selection of the books that **Crawley Library, West Sussex** have, which can be borrowed or reserved free of charge .

### Crawley Library

#### **Shelved at 006.696**

- Get animated! creating professional cartoon animation on your home computer - Tim Maloney
- How to cheat in Adobe Flash CC, the art of design and animation - Chris Georgenes
- Creative After Effects 7, workflow techniques for animation, visual effects and motion graphics – Angie Taylor
- Getting started in 3D with Maya, create a project from start to finish. Model, texture, rig, animate, and render in Maya - Adam Watkins
- Beginner's Guide to Creating Characters in Blender (2021)

#### **Shelved at 741.51**

- Manga crash course fantasy: how to draw Anime and Manga step-by-step – Mina Petrovic
- Animation Art, from Pencil to Pixel, the History of Cartoon, Anime & CGI - Jerry Beck (741.58)

#### **Shelved at 777.7**

- Animation – Andrew Selby
- Anime: a history (2023) – Jonathan Clements
- The animator's eye, adding life to animation with timing, layout, design, color and sound - Francis Glebas (WS)
- Animation techniques: everything you need to know about how to start animating – Steve Roberts (WS)

#### **Shelved at 778.5347**

- Cracking animation. 2nd ed - Peter Lord (778.5347)
- Animation in process - Selby, Andrew (778.5347)
- The complete digital animation course, the principles, practice, and techniques of successful digital animation - Wyatt, Andy
- Layout and composition for animation - Ed Gherter

#### **Shelved at 791.4334**

- A rough guide to Anime – Simon Richmond
- 500 essential anime movies, the ultimate guide - Helen McCarthy
- An Animated Life, Adventures in Fantasy – Ray Harryhsen (791.4302)

#### **Shelved at 791.4434**

- The Ghibliotheque Anime Movie Guide – Michael Leader (2022)
- The art of Pixar: Complete colorscripts from 25 years of feature films. Revised & Expanded ed (2020)
- Getting started in animation - Mary Murphy
- The world history of animation - Stephen Cavalier
- The guerrilla guide to animation, making animated films outside the mainstream – Walter Santucci
- Producing animation. 2nd ed – Catherine Winder
- The art of Pixar short films – Amid Amidi
- Animator's Survival Kit. Expanded ed – Richard Williams

#### **Shelved at 791.5952**

- One Thousand Years of Manga – Brigitte Koyama-Richard



## Online Resources

**Access via Crawley Library Moodle Pages on CCG Online**

*Direct access in College or via Shibboleth outside College using your College email and password*



## eBooks

ProQuest  
Ebook Central™

- Re-imagining animation: the changing face of the moving image - Paul Wells



Many ebooks available on animation and animation production including:

- Manga and Anime go to Hollywood – Northrop Davis
- Animation – Andrew Selby
- Blender Quick Start Guide: 3D Modelling, Animation...- Allan Brito
- Cartoon Animation – Preston Clair



**Ebsco Discovery** provides an easy way to search online journals, books and articles by providing a single search box to explore many databases

Includes **Sight and Sound** magazine:

A-Z of Contemporary Anime – Michael Leader *Sight & Sound* May 2023

BLOOMSBURY  
APPLIED  
VISUAL ARTS



Bloomsbury Applied Visual Arts – useful for students of film and **animation**.



**Recorded TV programmes available to watch in College or at home:**

Secrets of British Animation  
Stop-Motion Heroes – A History of British Animation  
Spirited Away  
Toy Story 3  
Lion King  
Chicken Run  
Fantasia  
Castle in the Sky



## Magazines



Libby.

Download the Libby app and borrow e-magazines from West Sussex Libraries for free. Magazines such as Total Film and Empire have features on movies.

