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| **Reading List** | **BTEC in Media** | **Summer 2015** |

Reading List for **BTEC in Creative Media**

**Textbooks**

* Interaction Design: Beyond Human-Computer Interaction
* Ahearn L – *3D Game Textures: Create Professional Game Art Using Photoshop* (Focal Press, 2006) ISBN 978-0240807683
* Birm J – *Digital Lighting and Rendering* (New Riders, 2006) ISBN 978-0321316318
* Brooker D – *Essential CG Lighting Techniques with 3Ds Max* (Focal Press, 2008) ISBN 978-0240521176
* Capizzi T – *Inspired 3D Modelling and Texture Mapping* (Premier Press, 2002) ISBN 978-1931841504
* Gahan A – *3ds Max Modelling for Games: Insider’s Guide to Game Character, Vehicle, and Environment Modelling* (Focal Press, 2008) ISBN 978-0240810614
* Summers D – *Texturing: Concepts and Techniques* (Charles River Media, 2004) ISBN 978-1584503002
* Ames L J – *Draw 50 Flowers, Trees and Other Plants* (Kingfisher Books, 2004)ISBN 978-1856974691
* Barber B – *The Fundamentals of Drawing: A Complete Professional Course* (Arcturus foulsham, 2003) ISBN 978-0572028794
* Edwards B – *The New Drawing on the Right Side of the Brain* (HarperCollins Publishers, 2001) ISBN 978-0007116454
* Gray P – *The Complete Guide to Drawing and Illustration* (Arcturus foulsham, 2006) ISBN 978-0572032319
* Hamm J – *Drawing Scenery: Landscapes and Seascapes* (G P Putnam’s Sons (Reissue), 2001) ISBN 978-0399508066
* Mattesi M – *Force: Character Design from Life Drawing* (Focal Press 2008) ISBN 978-0240809939
* Rines FM – *How to Draw Trees* (Dover Publications, 2007) ISBN 978-0486454573
* Thompson K – *50 Fantasy Vehicles to Draw and Paint: Create Awe-Inspiring Crafts for Comic Books, Computer Games and Graphic Novels* (David & Charles PLC, 2007) ISBN 978-0715326831
* Thompson K – *50 Robots to Draw and Paint: Create Fantastic Robot Characters for Comics, Computer Games and Graphic Novels* (David & Charles PLC, 2006) ISBN 978-0715324066
* Woods J – *Draw and Sketch Buildings: Sketch with Confidence in 6 Steps or Less* (North Light Books, 2002) ISBN 978-1581803105

**Websites**

* **10 Design Heurisitics**
* [**www.scirra.com**](http://www.scirra.com)
* [**www.videocopilot.net**](http://www.videocopilot.net)
* [**www.unity3d.com**](http://www.unity3d.com)
* [**www.adobe.com**](http://www.adobe.com)
* [**www.turbosquid.com**](http://www.turbosquid.com)
* [**www.deviantart.com**](http://www.deviantart.com)
* [**www.csszengarden**](http://www.csszengarden)
* [**www.3dcafe.com**](http://www.3dcafe.com)
* [**www.blinkimage.com**](http://www.blinkimage.com)

**Journals**

*3D World*

*3D Artist*

*Web Designer*

*.Net*

*Develop Magazine*

*Edge Magazine*

*MCV Magazine*

**YouTube Channels**

**Programmes**

* **Unity**
* **Game Maker**
* **Construct 2**
* **Unreal 4**
* **Photoshop**
* **Illustrator**
* **After Effects**
* **Premiere**

**Languages**

* **C#**
* **JavaScript**
* **HTML/ XHTML/DHTML/HTML 5**
* **CSS / CSS3**
* **PHP**
* **MYSQL /SQL**

**Places to visit**

* FACT (Liverpool UK)
* MOSI – (Manchester)
* National Museum of Film and Television (Bradford)