

## Some book titles in the E-brary for Computer Animation

### Software

Title & Author	Date	Subject Headings
<b>Introducing Maya 2011</b> (Derakhshani, Dariush)	2010	<b>Maya</b> (Computer file) / Computer animation
<b>Mastering Autodesk Maya 2011</b> (Keller, Eric)	2010	<b>Maya</b> (Computer file) / Computer animation
<b>Introducing Maya 2008</b> (Derakhshani, Dariush)	2008	<b>Maya</b> (Computer file) / Computer animation
<b>Maya 2008 character modeling and animation : principles and practices</b> (Flaxman, Tereza)	2008	<b>Maya</b> (Computer file) / Computer animation
<b>Maya plugin power</b> (Smith, Mark Jennings)	2008	<b>Maya</b> (Computer file) / Computer animation
<b>Maya feature creature creations, 2nd ed.</b> (Palamar, Todd)	2008	<b>Maya</b> (Computer file) / Computer animation / Three-dimensional display systems
<b>Advanced Maya texturing and lighting, 2nd ed.</b> (Lanier, Lee)	2008	<b>Maya</b> (Computer file) / Computer animation
<b>Maya 8 : the complete reference</b> (Meade, Tom; Arima, Shinsaku)	2007	<b>Maya</b> (Computer file) / Cartoon characters Three-dimensional display systems /
<b>Mastering Maya 7</b> (Kundert-Gibbs, John; et al.)	2006	<b>Maya</b> (Computer file)
<b>Maya secrets of the pros, 2nd ed.</b> (Kundert-Gibbs, John)	2005	<b>Maya</b> (Computer file)
<b>MEL companion : Maya scripting for 3D artists</b> (Stipinis, David)	2003	Maya (Computer file) / Computer animation / Three-dimensional display systems
<b>Photoshop CS5 Trickery and FX</b> (Burns, Stephen)	2010	Adobe Photoshop / Photography--Digital techniques
<b>Advanced Photoshop CS4 trickery and FX</b> (Burns, Stephen)	2009	Adobe Photoshop / Computer graphics /
<b>Adobe Photoshop CS4</b> (Singh, Vishnu P.)	2009	Adobe Photoshop / Computer graphics /
<b>Teach Yourself VISUALLY Photoshop CS4</b> (Wooldridge, Mike and Linda)	2008	<b>Adobe Photoshop</b> / Computer graphics
<b>Photoshop CS4 for Dummies</b> (Bauer, Peter)	2008	<b>Adobe Photoshop</b> / Computer graphics
<b>Adobe Photoshop CS3 extended : retouching motion pictures</b> (Bouton, Gary David)	2008	<b>Adobe Photoshop</b> / Digital video--editing Motion pictures--editing /
<b>David Busch's quick snap guide to Adobe Photoshop</b> (Busch, David)	2008	<b>Adobe Photoshop</b> / Computer graphics--computer programs / Photography--digital techniques
<b>Advanced Photoshop CS3 trickery and FX</b> (Burns, Stephen)	2007	<b>Adobe Photoshop</b> / Computer graphics
<b>Digital character painting using Photoshop CS3</b> (Seegmiller, Don)	2007	<b>Adobe Photoshop</b> / Digital art--technique Computer art--technique /
<b>Adobe Photoshop Lightroom</b> (Blair, John G.)	2007	<b>Adobe Photoshop</b> lightroom / Photography--digital techniques
<b>Adobe Photoshop for VFX artists</b> (Schwartz, Lopsie)	2004	<b>Adobe Photoshop</b> / Cinematography--special effects
<b>3D modeling and animation : synthesis and analysis techniques for the human body</b> (Sarris, Nikos)	2004	Computer animation / <b>Body, human--computer simulation/</b> Three-dimensional display systems

## Some book titles in the E-brary for Computer Animation

### Animation / Film / Techniques

Title & Author	Date	Subject Headings
<b>Film and television distribution on the internet: a legal guide</b> (Sparrow, Andrew)	2008	Television programs--internet marketing / Law and legislation--European Union countries / Electronic commerce--law and legislation
<b>Animated movie guide : the ultimate illustrated reference to cartoon, stop motion and computer-generated films</b> (Beck, Jerry)	2007	Animated films--catalogs / Motion pictures--catalogs
<b>Character emotion in 2D and 3D animation</b> (Pardew, Les)	2007	Computer animation / Emotions in art
<b>Thinking animation : bridging the path between 2D and 3D</b> (Jones, Angie; Oliff, Jamie)	2006	Computer animation / Computer drawing
<b>Mastering digital color</b> (Saffir, David)	2006	Color photography--digital techniques / Photography--digital techniques /
<b>Matchmoving : the invisible art of camera tracking</b> (Dobbert, Tim)	2005	Cinematography / Motion pictures--editing / Image processing--digital techniques
<b>Japanese visual culture : explorations in the world of Manga and Anime</b> (MacWilliams, Mark W.)	2008	Comic books, strips, etc.--Japan / Animated films--Japan
<b>Cinema anime</b> (Brown, Steven T.)	2006	Animation--Japan
<b>Anime from Akira to Howl's Moving Castle</b> (Napier, Susan J.)	2005	Animated films--Japan / Motion pictures--Japan
<b>Stray dog of anime : the films of Mamoru Oshii</b> (Ruh, Brian)	2004	Oshii, Maoru--criticism and interpretation / Animated films--Japan
<b>Anime from Akira to Princess Mononoke : experiencing contemporary Japanese animation</b> (Napier, Susan J.)	2001	Animation (cinematography)--Japan / Animated films--Japan
<b>Yellow crocodiles and blue oranges : Russian animated film since World War II</b> (MacFaden, David)	2005	Animated films--Russia / Phenomenology
<b>Screenplay : the foundations of screenwriting</b> (Fields, Syd)	2005	Motion picture authorship
<b>Mastering digital 2D and 3D art</b> (Seegmiller, Don)	2004	Computer graphics / Computer art--technique Three-dimensional display systems /
<b>Animator's motion capture guide : organizing, managing, and editing</b> (Liverman, Matthew)	2004	Computer animation / Motion--computer simulation
<b>Digital animation bible</b> (Avgerakis, George)	2004	Computer animation / Computer drawing
<b>Complete idiot's guide to screenwriting</b> (Press, Skip)	2000	Motion picture authorship
<b>Encyclopedia of movie special effects</b> (Netzey, Patricia)	1999	Cinematography--special effects

## Some book titles in the E-brary for Computer Animation

### Game Development

Title & Author	Date	Subject Headings
<b>Beyond Game Design : nine steps towards creating better videogames</b> (Bateman, Chris)	2009	Video games--design / Video games--Psychological aspects
<b>David Perry on Game Design</b> (Perry, David; DeMaria, Ruse)	2009	Computer games--authorship / Video games--authorship
<b>Nintendo Wii Flash game creator's guide</b> (Perkins, Todd)	2008	Flash (computer file) / Video games--design / Computer games --programming / Nintendo Wii video games
<b>Game character development : digital sculpting for the realtime artists</b> (Ward, Antony S.)	2008	Maya (Computer file) / Computer animation
<b>Video games and art</b> (Mitchell, Grethe; Clarke, Andy)	2007	Computer games / Computer graphics / Game programming and design
<b>Beginning game programming with Flash</b> (Prayaga, Lakshmi)	2007	Flash (computer file) / Computer animation / Computer games--programming
<b>Game character animation all in one</b> (Pardew, Les)	2006	Computer animation / Video game characters / Computer games--design
<b>State of play : law, games, and virtual worlds</b> (Balkin, Jack; Noveck, Beth Simone)	2006	Computer games--law and legislation / Virtual reality
<b>How computer games help children learn</b> (Shaffer, David; Gee, James)	2006	Computer games / Learning, psychology of / Virtual reality in education
<b>Game artist's guide to Maya</b> (McKinley, Michael)	2005	Computer animation / Computer software
<b>Real-time cinematography for games</b> (Hawkins, Brian M.)	2005	Computer games--design
<b>Game art for games</b> (Pardew, Les)	2004	Computer animation / Computer art
<b>Beginning game graphics</b> (Evry, Harry)	2004	Computer games--design / Computer graphics
<b>Beginning illustrations and storyboarding for games</b> (Pardew, Les)	2004	Computer games--design / Computer art / Computer graphics / Computer animation
<b>Dark side of game texturing</b> (Franson, David)	2004	Computer games--design / Computer art
<b>The Indie game development survival guide</b> (Michael, David)	2003	Computer games--design
<b>Gender inclusive game design</b> (Graner Ray, Sheri)	2002	Computer games--design / Computers and women

## Some book titles in the E-brary for Computer Animation

### Career Assistance

Title & Author	Date	Subject Headings
<b>Guide to internet job searching 2008-2009</b> (Dikel, Margaret Riley)	2008	<b>Job hunting--computer network resources</b>
<b>Power Points ! : how to design and deliver presentations that sizzle and sell</b> (Mills, Harry)	2007	<b>Microsoft Powerpoint / Business presentations</b>
<b>202 great resumes</b> (Block, Jay A.)	2004	<b>Resumes</b> (employment)
<b>2,500 keywords to get you hired</b> (Black, Jay A.)	2002	<b>Resumes</b> (employment)
<b>Guide to basic cover letter writing</b> (Public Library Association)	2003	<b>Cover letters / Resumes / Job hunting</b>
<b>Killer cover letters and resumes! The WetFeet insider guide</b> (Wetfeet)	2003	<b>Cover letters / Resumes / Job hunting</b>
<b>Slam dunk cover letters, 2nd ed.</b> (Rowh, Mark)	2003	<b>Cover letters / Applications for positions</b>
<b>101 best cover letters</b> (Betrus, Michael)	1999	<b>Cover letters</b>
<b>24 hours to the perfect interview : quick steps for planning, organizing, and preparing for the interview that gets the job.</b> (DeLuca, Matthew J.)	2004	<b>Job hunting / Employment interviewing</b>
<b>Job hunting A to Z : the Wetfeet insider guide to landing the job you want</b> (Wetfeet)	2003	<b>Job hunting / Employment interviewing</b>
<b>Get your foot in the door! The WetFeet insider guide to landing the job interview</b> (WetFeet)	2003	<b>Job hunting / Employment interviewing</b>
<b>WetFeet insider guide to negotiating your salary and perks</b> (WetFeet)	2003	<b>Employment interviewing / Job offers / Job hunting / Negotiation in business</b>
<b>The only negotiating guide you'll ever need: 101 ways to win every time in any situation</b> (Stark, Peter B.)	2003	<b>Negotiation / Psychology, applied</b>
<b>Careers for color connoisseurs and other visual types</b> (Godberg, Jan)	2005	<b>Art--vocational guidance / Design--vocational guidance</b>
<b>Great jobs for art majors</b> (Camenson, Blythe)	2003	<b>Art--vocational guidance--United States</b>
<b>Opportunities in visual arts careers</b> (Salmon, Mark; Barrett, Bill)	2001	<b>Art--vocational guidance--United States</b>