

GAMA2000 Game Art: Modelling, Rigging and Motion Capture (Running 2017/18)

3d game character production

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@book{Amin_2015, title={Beginner's guide to character creation in Maya},
volume={Beginner's guide}, publisher={3dtotal Publishing}, author={Amin, Jahirul},
year={2015} }
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@book{Carter_2004a, address={Hingham, Mass}, title={The game asset pipeline},
publisher={Charles River Media}, author={Carter, Ben}, year={2004} }
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@book{Carter_2004b, address={Hingham, Mass}, title={The game asset pipeline},
publisher={Charles River Media}, author={Carter, Ben}, year={2004} }
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@misc{Chris Reilly_2011, title={Game Character Creation in Maya},
url={https://www.lynda.com/Maya-tutorials/Game-Character-Creation-Maya/83095-2.html?
org=worc.ac.uk}, author={Chris Reilly}, year={2011}, month={Sep} }
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@misc{George Maestri_2014, title={Up and Running with MotionBuilder},
url={https://www.linkedin.com/learning/learning-motionbuilder-2/welcome?u=57075897&
amp;auth=true}, author={George Maestri}, year={2014}, month={Dec} }
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@book{Goldstone_2009, address={Birmingham}, title={Unity game development
essentials: build fully functional, professional 3D games with realistic environments, sound,
dynamic effects, and more!}, publisher={Packt Publishing Ltd}, author={Goldstone, Will},
year={2009} }
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@book{Goldstone_2011, address={Birmingham}, title={Unity 3.x game development
essentials: game development with C# and Javascript: build fully functional, professional
3D games with realistic environments, sound, dynamic effects, and more!},
url={https://www.dawsonera.com/Shibboleth.sso/Login?entityID=https://idp.worc.ac.uk/oal
a/metadata&target=https://www.dawsonera.com/shibboleth/ShibbolethLogin.html?dest=ht
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@book{Greenway_2011, title={Photoshop for 3d artists: previz, texturing and
post-production, V1}, publisher={3DTotal Publishing}, author={Greenway, Tom},
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@book{Kingslien_ProQuest (Firm)_2011, address={Indianapolis, IN.}, title={ZBrush
studio projects: realistic game characters},
url={http://ebookcentral.proquest.com/lib/worcester/detail.action?docID=706825},
publisher={Wiley Pub}, author={Kingslien, Ryan and ProQuest (Firm)}, year={2011} }
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@book{Kitagawa_Windsor_2008a, address={Oxford}, title={MoCap for artists: workflow and techniques for motion capture}, publisher={Focal}, author={Kitagawa, Midori and Windsor, Brian}, year={2008} }

@book{Kitagawa_Windsor_2008b, address={Oxford}, title={MoCap for artists: workflow and techniques for motion capture},
url={http://www.vlebooks.com/vleweb/product/openreader?id=Worcester&isbn=9780080877945}, publisher={Focal}, author={Kitagawa, Midori and Windsor, Brian},
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@book{Lilly_2015, address={Culver City, California}, title={Big bad world of concept art for video games: an insider's guide for students}, publisher={Design Studio Press}, author={Lilly, Elliott}, year={2015} }

@book{McKinley_2005a, address={San Francisco}, title={The game artist's guide to Maya}, publisher={SYBEX}, author={McKinley, Michael}, year={2005} }

@book{McKinley_2005b, address={San Francisco, Calif}, title={The game artist's guide to Maya},
url={https://www.dawsonera.com/Shibboleth.sso/Login?entityID=https://idp.worc.ac.uk/oal/a/metadata&target=https://www.dawsonera.com/shibboleth/ShibbolethLogin.html?dest=http://www.dawsonera.com/depp/reader/protected/external/AbstractView/S9780782150537}, publisher={SYBEX}, author={McKinley, Michael}, year={2005} }

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url={https://ebookcentral.proquest.com/lib/worcester/detail.action?docID=267251}, publisher={SYBEX}, author={McKinley, Michael}, year={2005} }

@book{Sloan_2015, address={Boca Raton}, title={Virtual character design: for games and interactive media},
url={http://www.vlebooks.com/vleweb/product/openreader?id=Worcester&isbn=9781466598201}, publisher={CRC Press}, author={Sloan, Robin J. S.}, year={2015} }

@book{Solarski_2012, address={New York}, title={Drawing basics and video game art: classic to cutting-edge art techniques for winning video game design}, publisher={Watson-Guptill}, author={Solarski, Chris}, year={2012} }

@book{Spencer_2011, address={Hoboken, N.J.}, edition={2nd ed}, title={ZBrush character creation: advanced digital sculpting},
url={http://www.vlebooks.com/vleweb/product/openreader?id=Worcester&isbn=9781118037041}, publisher={Wiley}, author={Spencer, Scott}, year={2011} }

@book{Morse_2016, address={Worcester}, title={Anatomy for 3D artists: the essential guide for CG professionals}, publisher={3DTotal Publishing}, year={2016} }

@misc{Mocappys. Your Guide to Capturing and Editing Motion.,
url={http://mocappys.com/} }

@misc{Edge Magazine | GamesRadar, url={http://www.gamesradar.com/edge/} }

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@misc{Game Developer (formerly Gamasutra), url={https://www.gamedeveloper.com/}  
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