



Selected Game Art and Design Resources in the AiCA-LA Library

Suggested Subject Keywords to use when Searching the Catalog

computer animation
computer games
drawing

electronic games industry
modeling

three-dimensional display systems
video games

LC Call Numbers Most Useful for Game Art and Design

GV 1469	Game guides, gaming history, game theory and sociological studies for video games
KF	Copyright, licensing, media law
N	Fine and visual Arts: concept and digital art, theory & aesthetics of art
NB	Sculpting
NC 765 - 1428	Drawing, Graphic Arts, Animation, Illustration
QA	Computer Software (e.g., Flash, Maya, 3D Studio Max)
QA 76.76	Game design reference, information, how-to
T 385	2D Computer graphics, mechanical drawing, information on rendering, texturing and lighting
TR 897	Computer Software guides (e.g., Flash, Maya, 3D Studio Max, After Effects), web animation

Selected Online Database Resources – Come to Circulation Desk to pick up passwords!

SAFARI TECH BOOKS ONLINE : <http://proquest.safaribooksonline.com/login>

Safari Tech Books Online gives you access to over 5,000 technical books and software guides on topics such as game design, game graphics and much more.

VTC SOFTWARE TUTORIALS : <http://www.vtc.com>

VTC provides full length, in-depth software tutorials (Quicktime or Flash), with over 79,350 narrated tutorials streamed directly to your computer. Learn 3D Studio Max, Maya, Flash much more.

OMNIMUSIC : <http://www.omnimusic.com>

Omnimusic offers over 6,300 digital tracks suitable for use in game backgrounds. Passwords change quarterly, so check with the library for the latest ID and password.

GETTY IMAGES : <http://www.gettyimages.com>

Getty Images—Royalty-free contains over 500,000 non-digitally watermarked, high-resolution images.

Some Books & DVDs – Go look for these and you'll find more like them!

General

Introduction to the game industry – QA 76.76 C672 M622 2007

Career opportunities in the Internet, video games, and multimedia – TK 5105.875 I57 T376 2007b (Reference)

Paid to play: an insider's guide to video game careers – GV 1469.3 H53 2006 (Reference)

Writing for video game genres – GV 1469.34 A97 W75 2009

Business & legal primer for game development - KF 1893 E44 B87 2007

Becoming a digital designer : a guide to careers in Web, video, broadcast, game, + animation design –
T 65.3 H45 2008 (Reference)

Beginning math concepts for game developers – QA 76.9 M35 F59 2007

The video game explosion : a history from PONG to Playstation and beyond – GV 1469.34 S52 V52 2008

Game development essentials : game simulation development – QA 76.76 C672 M83 2008
The game production handbook – QA76.76.C672 C446 2009 QA 76.76 C672 C446 2006 (Reference)
The art of game design : a book of lenses - QA76.76.C672 S34 2008
Playing to win inside the video game industry [DVD] – DVD PLA 17
The X factor [videorecording]: inside Microsoft's Xbox [DVD] – DVD XFA

Drawing and Sculpting

Basic drawing for games – QA 76.76 C672 P3745 2006
3d game textures – QA 76.76 C672 A42154 2006
Drawing basics - NC 730 S78 2007
Animal anatomy for artists: the elements of form – NC 780 G65 2002 (Reference OR Reserve)
Clay sculpting for digital media - TR 897.7 R445 2001
Visual Storytelling : The Art and Technique - NC 1764 C28 2003
Character modeling for next-gen games : modeling and sculpting with Richard Smith - DVD GNO 126
Creature modeling for production: creature modeling techniques with Laurent Pierlot – DVD GNO 20
Character texturing for production: materials and texturing techniques with Ian Joyner – DVD GNO 22
Digital sculpting : human anatomy Zack Petroc – DVD GNO 04

Technical Aspects of Game Design

Game character modeling and animation with 3ds Max – TR 897.7 C56 2008
Multi-pass compositing. 3DS Max rendering techniques with Tim Jones [Gnomon Workshop DVD] - DVD GNO 114
Essential CG lighting techniques with 3ds max – TR 897.7 B76 2006
Adobe After Effects CS4 classroom in a book - TR858 .A36 2009
Total training for Adobe Flash CS3 Professional : essentials [DVD] - DVD TOT 45
Macromedia Flash Professional 8 game graphics - QA 76.76 C672 F583 2007
Game development essentials : game level design - QA 76.76.C672 C385 2008
Maya for games : modeling and texturing techniques with Maya and Mudbox - TR 897.7 I525 2009
Beginning game programming – QA 76.76 C672 H354 2007
Shake 101: interface and workflow – DVD GNO 18
Shake 4 - TR 899 P365 2006 (Reserve)
The complete guide to game audio : for composers, musicians, sound designers, and game developers –
TK7881.4 .M368 2009
Beginning DirectX 10 game programming - QA 76.76 C672 J66 2008

Sound Effects and Music CD's – Ask at Circulation Desk

Sound Ideas: Sound Effects Library Collection	Manchester Music Library
Sound Ideas: Royalty Free Music	Music Street: Production Library
The Production Garden	Tune Ranch: Production Library

Royalty-Free Photography – Ask at Circulation Desk

Selected Periodicals

3D World	Game Informer	PC Gamer
Animation Magazine	GamePro	Play Magazine
Computer Arts	HDRI 3D	Stash (DVD)
Computer Graphics World	ID: Magazine of International Design	Step Inside Design
Computer World	Illustration (Main Stacks)	Visual Studio Magazine
Game Developer	MacWorld	Wired

Some Websites

Gamasutra - <http://www.gamasutra.com/>
Game Research: the Art, Business, and Science of Computer Games –
<http://www.game-research.com>
Gamers Gallery – <http://www.gamersgallery.com>
International Game Developers Association - <http://www.igda.org/>
GameSpy Reviews and Previews– <http://www.gamespy.com>
GameRankings – <http://www.gamerankings.com>