

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

3DTOTAL.com

Digital painting techniques / 3dtotal.com . - New York ; London : Focal Press, 2013. - 286, [2] p.
: il. ; 28 cm. - (Master collection ; 1)

ISBN 978-0-240-52174-9

Cota: AV/1203-BC ULHT 46646

ALAVALA, Chennakesava R.

Computer graphics / Chennakesava R. Alavala. - New Delhi : PHI Learning, 2009. - 327 p. : il.,
gráficos ; 24 cm

ISBN 978-81-203-3876-0

Cota: IN/349-BC ULHT 50246

ALLEY, Tony

Exploring 3D modeling with cinema 4D R9 / Tony Alley. - Clifton Park : Thomson, 2006. - 299 p.
: il. ; 23 cm (Design exploration series)

ISBN 1-4018-7877-6

Cota: AV/480-BC ULHT 28357

ANZOVIN, Steve, e outro

3D toons / Steve Anzovin, Raf Anzovin. - East Sussex : ILEX, 2005. - 190 p. : il. ; 24 cm

ISBN 1-904705-40-5

Cota: AV/451-BC ULHT 28123

Avid Technology, Inc

Avid 3D : user's guide / AVID. - Massachusetts : AVID, 2006. - 432 p. : il., quadros, gráficos

Cota: AV/589-BC ULHT 31561

AV/589.2-BC ULHT 31560

Avid Technology, Inc

Avid FX : user's guide / AVID. - Massachusetts : AVID, 2006. - 606 p. : il., quadros, gráficos

Cota: AV/586-BC ULHT 31565

AV/586.2-BC ULHT 31564

BAKER, Donna L.

Official SWiSHmax bible / Donna L. Baker. - New Jersey : Wiley Publishing, 2005. - 664 p. : il.

Cota: CO/974-BC ULHT 32898

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

BAMMES, Gottfried

Complete guide to drawing animals / Gottfried Bammes. - Kent : Search Press, 2013. - 240 p. : il. ; 29 cm

ISBN 978-1-84448-921-3

Cota: ART/604-BC ULHT 51113

BASTOS, Pedro

Produção 3D com blender para arquitetura e personagens / Pedro Bastos. - Lisboa : FCA, 2010. - 254 p. : il. - (Biblioteca software livre)

ISBN 978-972-722-652-8

Cota: AV/660-BC ULHT 35703

BEAUCHAMP, Robin

Designing sound for animation / Robin Beauchamp. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier, 2005. - 193 p. : il. ; 19 cm

ISBN 0-240-80733-2

Cota: AV/427-BC ULHT 27155

BELTING, Hans

Antropologia da imagem : para uma ciência da imagem / Hans Belting ; trad. Artur Morão. - 1ª ed. - Lisboa : KKIM : EAUM, 2014. - 319 p. ; 22 cm

ISBN 978-989-97684-5-1

Cota: AV/1185-BC ULHT 46153

BIRN, Jeremy

Digital lighting & rendering / Jeremy Birn. - 2nd ed. - Berkeley : New Riders, 2006. - 416 p. : il. ; 23 cm

ISBN 0-321-31631-2

Cota: AV/526-BC ULHT 29609

BOARDMAN, Ted

3DS max 7 fundamentals / Ted Boardman. - Berkeley : New Riders, 2005. - 520, [3] p. : il. ; 23 cm

ISBN 0-321-32138-3

Cota: AV/483-BC ULHT 28424

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

BOURGEOIS, Jacques

Cinéma d'animation sans caméra / Jacques Bougeois. - Paris : Dessain et Tolra, cop. 1973. - 64, IV p. : il. ; 21 cm

ISBN 2-249-26009-5

Cota: AV/945-BC ULHT 44218

BOUSQUET, Michele

Model, rig, animate with 3ds Max 7 / Michele Bousquet. - Berkeley : New Riders, 2005. - 243 p. : il. ; 23 cm

ISBN 0-321-32178-2

Cota: AV/450-BC ULHT 28087

BOUSQUET, Michele, e outro

3ds Max animation with Biped / Michele Bousquet, Michael McCarthy. - Berkeley : New Riders, 2006. - 286 p. : il. ; 23 cm

ISBN 0-321-37572-6

Cota: AV/449-BC ULHT 28088

BRIERTON, Tom

Stop-motion armature machining : a construction manual / Tom Brierton ; pref. John Culhane. - Jefferson ; London : McFarland & Company, Inc., 2002. - 102 p. : il. ; 27 cm

Cota: AV/654-BC ULHT 35318

BUCKINGHAM, David

Beyond technology : children's learning in the age of digital culture / David Buckingham. - Cambridge ; Malden : Polity Press, 2007. - 209 p. ; 23 cm

Cota: CO/493-BC ULHT 30677

BYRNE, Ed

Game level design / Ed Byrne. - Hingham : Charles River Media, 2005. - 344 p. : il. ; 24 cm + 1 CDROM (Game development series)

ISBN 1-58450-369-6

Cota: AV/406-BC ULHT 26066

CABAU, Philip

Design pelo desenho : exercícios, jogos, problemas e simulações / Philip Cabau ; pref. Fernando Brízio. - Lisboa : FCA Design, 2011. - 239 p.

ISBN 978-972-722-724-2

Cota: DS/17-BC ULHT 39203

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

CALHAU, Fernando, e outros

O génio do olhar : desenho como disciplina 1991-1999 / Fernando Calhau, Manuel Castro Caldas, Nuno Faria. - Lisboa : Ministério da Cultura, 2000. - 240, [2] p. : il. ; 25 cm
ISBN 972-8560-16-8

Cota: ART/44-BC ULHT 14352

CANTOR, Jeremy, e outro

Inspired 3D short film production / Jeremy Cantor, Pepe Valencia ; pref. Bill Kroyer. - Boston : Thomson Course Technology, 2004. - 470, [4] p. : il. ; 19 x 23 cm

Cota: AV/475-BC ULHT 28217

CARNEIRO, Alberto, e outros

Desenho projecto de desenho = Drawing design project / Alberto Carneiro, Fernando Távora, Joaquim Moreno. - Lisboa : Ministério da Cultura, 2002. - 301, [2] p. : il. ; 25 cm
ISBN 972-8560-249

Cota: ART/45-BC ULHT 14345

CARVALHO, Margarida

Híbridos tecnológicos / Margarida Carvalho. - Lisboa : Vega, 2007. - 137, [2] p. ; 21 cm. -
(Comunicação & Linguagens ; 14)
ISBN 978-972-699-839-6

Cota: CO/549-BC ULHT 39134

CAVALLARO, Dani

Anime and memory : aesthetic, cultural and thematic perspectives / Dani Cavallaro. - Jefferson ; London : McFarland & Company, Inc., Publishers, 2009. - 193 p. ; 25 cm
ISBN 978-0-7864-4112-9

Cota: AV/350-BC ULHT 35324

CAVALLARO, Dani

The animé art of Hayao Miyazaki / Dani Cavallaro. - Jefferson ; London : McFarland & Company, Inc., Publishers, 2006. - 204 p. ; 25 cm
ISBN 978-0-7864-2369-9

Cota: AV/653-BC ULHT 35319

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

CLARK, Brad, e outros

Inspired 3D advanced rigging and deformations / Brad Clark, John Hood, Joe Harkins. - Boston : Thomson Course Technology, 2005. - 318, [4] p. : il. ; 19 x 23 cm. - (Michael Ford and Kyle Clark)

ISBN 1-59200-116-5

Cota: AV/460-BC ULHT 28114

CLARK, Kyle

Inspired 3D character animation / Kyle Clark ; pref. Tom Sito. - [S.l.] : Premier Press, 2002. - 224, [1] p. : il. ; 22 x 27 cm

ISBN 1-931841-48-9

Cota: AV/476-BC ULHT 28216

CONGER, David, e outro

Creating games in C++: a step-by-step guide / David Conger, Ron Little. - Berkeley : New Riders, 2006. - 438 p. : il. ; 23 cm

ISBN 0-7357-1434-7

Cota: IN/316-BC ULHT 28177

COSTA, Américo

Autodesk inventory : curso completo / Américo Costa. - Lisboa : FCA, 2007. - 578, [8] p. : il. ; 24 cm

ISBN 978-972-722-604-7

Cota: AQ/220-BC ULHT 30594

COZENS, Alexander

A new method of landscape / Alexander Cozens ; with a new introduction by Michael Marqusee. - [S.l.] : Paddington Press, 1977. - 33, [30] p. : il. ; 28 cm

ISBN 0-448-22120-9

Cota: ART/431-BC ULHT 46619

CRAFTON, Donald

Before Mickey : the animation film 1898-1928 / Donald Crafton. - Chicago ; London : University of Chicago Press, 1993. - 415 p. : il. ; 22 cm

ISBN 978-0-226-11667-9

Cota: AV/419-BC ULHT 33644

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

CRAWFORD, Chris

The art of interactive design : a euphonious and illuminating guide to building successful software / Chris Crawford. - San Francisco : No Starch Press, 2003. - 385, [2] p. : il. ; 24 cm
ISBN 1-886411-84-0

Cota: CO/170-BC ULHT 17809

DANAHER, Simon

The complete guide to digital 3D design / Simon Danaher. - East Sussex : ILEX, 2004. - 192 p. : il. ; 26 cm
ISBN 1-904705-38-3

Cota: AV/454-BC ULHT 28119

DARLEY, Andrew

Visual digital culture : surface play and spectacle in new media genres / Andrew Darley. - London ; New York : Routledge, 2000 (reimp. 2002). - 225 p. ; 24 cm. - (Sussex studies in culture and communication. Media studies/visual culture)
ISBN 0-415-16555-5

Cota: AV/393-BC ULHT 25893

DAVISON, Andrew

Killer game programming in Java / Andrew Davison. - Beijing ; Cambridge ; Paris : O'Reilly, 2005. - 969, [5] p. : il., gráficos ; 23 cm
ISBN 0-596-00730-2

Cota: IN/308-BC ULHT 28137

DESAI, Apurva A.

Computer graphics / Apurva A. Desai. - New Delhi : PHI Learning, 2010. - 347 p. : il., gráficos ; 24 cm
ISBN 978-81-203-3524-0

Cota: IN/78-BC ULHT 50253

DEUZE, Mark

Media work / Mark Deuze. - Cambridge ; Malden : Polity Press, 2007. - 278 p. ; 21 cm. - (Digital media and society series)
ISBN 978-0-7456-3925-3

Cota: CO/424-BC ULHT 46560

BIBLIOTECA VICTOR DE SÁ
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DIMARCO, John

Computer graphics and multimedia : applications, problems and solutions / John DiMarco. - Hershey ; London ; Melbourne ; Singapore : Idea Group Publishing, 2004. - 265, [3] p. : il., gráficos ; 25 cm
ISBN 1-59140-266-2

Cota: IN/257-BC ULHT 24849

DIONÍSIO, Pedro, e outros

Comportamentos de procura de informação e compra online / Pedro Dionísio, Hélia Pereira, Margarida Cardoso. - Lisboa : CCP, 2012. - 190 p.
ISBN 978-989-98130-0-7

Cota: CO/693-BC ULHT 40721

DOBSON, Terence

The film work of Norman McLaren / Terence Dobson. - Eastleigh : John Libbey Publishing, cop. 2006. - 296 p. : il. ; 24 cm
ISBN 0-86196-656-2

Cota: AV/677-BC ULHT 36414

DRAPER, Pete

Deconstructing the elements with 3ds Max 6 : create natural fire, earth, air and water without plug-ins / Pete Draper. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2004 (2005). - 351, [1] p. : il. ; 25 cm
ISBN 0-240-51954-X

Cota: IN/274-BC ULHT 26065

EDWARDS, Betty

Color : a course in mastering the art of mixing colors / Betty Edwards. - New York : Jeremy P. Tarcher, 2004. - 206 p.
ISBN 978-1-58542-219-7

Cota: ART/512-BC ULHT 46549

EPIC SOFTWARE GROUP, INC.

The best of 3D graphics / EPIC Software Group, Inc. ; ed. Vic Cherubini. - Gloucester : Rocekport Publishers, 2003. - 192 p. : il.
ISBN 1-56496-954-1

Cota: AV/474-BC ULHT 28218

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FATORELLI, Antonio

Fotografia contemporânea : entre o cinema, o vídeo e as novas mídias / Antonio Fatorelli. - Rio de Janeiro : Senac Nacional, 2013. - 165 p. : il. ; 24 cm
ISBN 978-85-7458-333-4

Cota: AVF/405-BC ULHT 48184

FERREIRA, Pedro Cid

Flash MX : conceitos e prática / Pedro Cid Ferreira. - 2ª ed. - Lisboa : FCA, 2002. - 412 p. : il.
ISBN 972-722-332-X

Cota: IN/414-BC ULHT 32570

FERREIRA, Pedro, e outro

Flash 5 : conceitos e prática / Pedro Ferreira, Emília Azevedo. - Lisboa : FCA, 2001. - 378 p. ; 23 cm. - (FC@.net)
ISBN 972-722-237-4

Cota: IN/89-BC ULHT 9848

FESTIVAL INTERNACIONAL DE ANIMAÇÃO DO BRASIL, 8, Rio de Janeiro, 2000

Anima mundi 2000 / Festival Internacional de Animação do Brasil. - Rio de Janeiro : Petrobras, 2000. - 148 p. : il. ; 22 cm

Cota: AV/55-BC ULHT 12014

FESTIVAL INTERNACIONAL DE ANIMAÇÃO, 6, Rio de Janeiro, 1998

Anima mundi / Festival Internacional de Animação. - Rio de Janeiro : Luz Produções, 1998. - 118 p. : il. ; 22 cm

Cota: AV/54-BC ULHT 12013

FESTIVAL INTERNACIONAL DE BANDA DESENHADA, 11, Amadora, 2000

Catálogo do Festival Internacional de Banda Desenhada da Amadora / introd. Joaquim Moreira Raposo. - Amadora : Câmara Municipal, 2000. - 176 p. : il. ; 30 cm
ISBN 972-8284-17-9

Cota: ART/18.A-BC ULHT 15533

FESTIVAL INTERNACIONAL DE IMAGEN ANIMADA, 7, Madrid, 2006

Animadrid 2006 / Festival internacional de imagen animada. - Pozuelo de Alarcón : Ayuntamiento de Pozuelo de Alarcón, 2006. - 327 p. : il.

Cota: AV/523-BC ULHT 29452

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FIELD, Syd

Screenplay : the foundations of screenwriting / Syd Field. - 3th ed. expanded. - New York : A Del Trade Paperback, 1984. - 262 p. ; 20 cm
ISBN 0-440-57647-4

Cota: AV/376-BC ULHT 16753

FIELD, Syd

The screenwriter's workbook / Syd Field. - New York : A Del Trade Paperback, 1984. - 211 p. ; 20 cm

ISBN 0-440-58225-3

Cota: AV/377-BC ULHT 16754

FULLERTON, Tracy, e outros

Game design workshop : a playcentric approach to creating innovative games / Tracy Fullerton, Christopher Swain, Steven S. Hoffman. - 2nd ed. - Amsterdam ; Boston ; Heidelberg ; London ; New York : Elsevier : Morgan Kaufmann, 2008. - 470 p. : il. ; 23 cm
ISBN 978-0-240-80974-8

Cota: AV/596-BC ULHT 31701

FURTADO, José Afonso

Uma cultura da informação para o universo digital / José Afonso Furtado. - Lisboa : Fundação Francisco Manuel dos Santos, 2012. - 245 p.
ISBN 978-989-8424-57-0

Cota: CO/701-BC ULHT 41440

GAUTHIER, Jean-Marc

Building interactive worlds in 3D : virtual sets and pre-visualization for games, film, and Web / Jean-Marc Gauthier. - Amsterdam ; Boston ; Heidelberg ; London : Focal Press, 2005. - 422, [2] p. : il. ; 24 cm

ISBN 0-240-80622-0

Cota: AV/1233-BC ULHT 25531

GÉRODEZ, Jean-Claude

Le nu modèle vivant / Jean-Claude Gérodez. - Paris : Eyrolles, 2010. - 109 p. : il. ; 27 cm
ISBN 978-2-212-12341-8

Cota: ART/448-BC ULHT 46550

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

GIAMBRUNO, Mark

3D graphics & animation / Mark Giambruno. - 2nd ed. - Berkeley : New Riders, 2002. - 588, [2] p. : il. ; 23 cm

ISBN 0-7357-1243-3

Cota: AV/468-BC ULHT 28179

GLEBAS, Francis

Directing the story : professional storytelling and storyboarding techniques for live action and animation / Francis Glebas. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2008. - 346 p. : il. ; 22 X 27 cm

ISBN 978-0-240-81076-8

Cota: AV/566-BC ULHT 33373

GÓMEZ MOLINA, Juan José, e outros

El manual de dibujo : enseñanza en el siglo XX / Juan José Gómez Molina, Lino Cabezas, Juan Bordes. - 5ª ed. - Madrid : Cátedra, 2011. - 654 p. : il. ; 24 cm

ISBN 978-84-376-1924-8

Cota: ART/553-BC ULHT 39776

GÓMEZ MOLINA, Juan José, e outros

Los nombres del dibujo / Juan José Gómez Molina, Lino Cabezas, Miguel Copón. - 1ª ed. - Madrid : Cátedra, 2005. - 576, [1] p. : il. ; 24 cm. - (Arte grandes temas)

ISBN 84-376-2271-9

Cota: ART/453-BC ULHT 46543

GONÇALVES, Anabela, e outro

Flash MX, design, animação e programação / Anabela Gonçalves, Magno Urbano. - Famalicão : Centro Atlântico, 2002. - 377, [2] p. : il. ; 24 cm. - (Tecnologias)

ISBN 972-8426-53-4

Cota: IN/566-BC ULHT 44643

GORDON, Louise

Desenho da cabeça humana : incluindo as técnicas e a anatomia da cabeça e do pescoço / Louise Gordon ; trad. Conceição Jardim, Eduardo Nogueira. - 3ª ed. - Lisboa : Presença, 1993. - 121 p. : il. ; 24 cm. - (Dimensões ; 2. Especial)

ISBN 972-23-1648-6

Cota: ART/65-BC ULHT 5655

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

GOUVEIA, Patrícia

Artes e jogos digitais : estética e design da experiência lúdica / Patrícia Gouveia. - Lisboa : Edições Universitárias Lusófonas, 2010. - 273 p. - (Imagens, sons, máquinas e pensamento.

Textos em cinema, vídeo e multimédia ; 11)

ISBN 978-972-8881-84-9

Cota: AV/1231-BC ULHT 36939
AV/1231.2-BC ULHT 36940
AV/1231.3-BC ULHT 36941

GRIFFITH, Adam, e outros

Guys for dummies / Adam Griffith, Bjoern-Erik Hartsfvang, Stuart J. Stuple. - Hoboken : Wiley Publishing, Inc., 2006. - 410, [4] p. ; 23 cm

ISBN 0-471-78329-3

Cota: IN/317-BC ULHT 28222

GUTIÉRREZ, Mario A., e outros

Stepping into virtual reality / Mario A. Gutiérrez A, Frédéric Vexo, Daniel Thalmann. - London : Springer, 2008. - 214 p. : il. ; 23 cm

ISBN 978-1-84800-116-9

Cota: AV/839-BC ULHT 41861

HALE, Robert Beverly

Drawing lessons from the great masters / Robert Beverly Hale ; pref. Jacob Collins. - New York : Watson-Guption Publications, 2009. - 271 p. : il. ; 27 cm

ISBN 978-0-8230-1401-9

Cota: ART/424-BC ULHT 46526

HAMLIN, J. Scott, e outro

Flash MX actionscript : the designer's edge / J. Scott Hamlin, Jennifer S. Hall. - San Francisco ; London : Sybex, 2002. - 384, [2] p. : il. ; 25 cm

ISBN 0-7821-4121-8

Cota: CO/988-BC ULHT 26367

HANSEN, Mark

Bodies in code : interface with digital media / Mark Hansen. - New York : Routledge, 2006. - 327 p. ; 24 cm

ISBN 0-415-97016-4

Cota: CO/438-BC ULHT 29787

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

HARTAS, Leo

The art of game characters / Leo Hartas. - East Sussex : ILEX, 2005. - 192 p. : il. ; 24 cm
ISBN 1-904705-33-2

Cota: AV/456-BC ULHT 28108

HAYES, R. M.

3-D movies : a history and filmography of stereoscopic cinema / R. M. Hayes. - Jefferson :
McFarland & Company, 1998. - 414 p. : il. ; 23 cm
ISBN 0-7864-0578-3

Cota: AV/631-BC ULHT 34716

HIGHT, John, e outro

Game development essentials : game project management / John Hight, Jeannie Novak. -
Clifton Park : Thomson Delmar Learning, 2007. - 284 p. : il. ; 25 cm
ISBN 978-1-4180-1541-1

Cota: IN/362-BC ULHT 30226

HILTUNEN, Ari

Aristotle in Hollywood : the anatomy of successful storytelling / Ari Hiltunen. - Bristol : Intellect
Books, 2002. - 143 p. ; 23 cm
ISBN 1-84150-060-7

Cota: AV/400-BC ULHT 25912

HOHL, Wolfgang

Interactive environments with open-source software : 3D walkthroughs and augmented reality
for architects with Blender 2.43, DART 3.0 and Artoolkit 2.72 / Wolfgang Hohl. - Wien ; New
York : Springer, 2009. - 239 p. : il. ; 24 cm
ISBN 978-3-211-79169-1

Cota: AQ/266-BC ULHT 34161

INTERNATIONAL CONFERENCE OF UNIDCOM / IADE 40IADE40, 5th, Lisboa, 2009

Proceedings of the 5th International Conference of UNIDCOM IADE 40IADE40 / coord. Eduardo
Côrte-Real, Anabela Couto, Carlos Duarte. - Lisboa : IADE, 2009. - 428 p. : il. ; 22 cm
ISBN 978-989-95639-4-0

Cota: DS/20-BC ULHT 46417

BIBLIOTECA VICTOR DE SÁ
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INTERNATIONAL WORKSHOP, AMFG, 2º, Beijing, 2005

Analysis and modelling of faces and gestures : proceedings / ed. lit. Weyi Zhao. - Princeton ; London ; Beijing : Springer Verlag, 2005. - 424, [2] p. : il. ; 23 cm
ISBN 3-540-29229-2

Cota: IN/309-BC ULHT 28136

JACKSON, Chris

Flash cinematic techniques : enhancing animated shorts and interactive storytelling / Chris Jackson. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2010. - 292 p. : il. ; 25 cm
ISBN 978-0-240-81261-8

Cota: AV/658-BC ULHT 35430

JACOBSEN, Jens, e outros

Implementing a digital asset management system : for animation, computer games, and web development / Jens Jacobsen, Tilman Schlender, Lisa Edwards. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier, 2005 (Focal Press). - 256 p. : il. ; 23 cm
ISBN 0-240-80665-4

Cota: AV/426-BC ULHT 27154

JENNY, Peter

Desenho anatômico / Peter Jenny ; trad. Denis Fracalossi. - 1ª ed. - São Paulo : Gustavo Gili, 2014. - 187, [1] p. : il. ; 15 cm
ISBN 978-85-65985-60-4

Cota: ART/539-BC ULHT 46725

JOUBERT-LAURENCIN, Hervé

La lettre volante : quatre essais sur le cinéma d'animation / Hervé Joubert-Laurencin. - Paris : Presses de la Sorbonne Nouvelle, 1997. - 348, [2] p. ; 21 cm. - (L'oeil vivant)
ISBN 2-87854-139-1

Cota: AV/14-BC ULHT 32015

KANDINSKY, Wassily

Ponto linha plano : contribuição para a análise dos elementos picturais / Wassily Kandinsky ; trad. José Eduardo Rodil. - Lisboa : Edições 70, 1970. - 169 p. : il. ; 21 cm. - (Arte e Comunicação)
ISBN 972-44-0566-4

Cota: ART/122-BC ULHT 06445

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KATER, Geoffrey

Design-first for 3D artists / Geoffrey Kater. - Los Rios Boulevard Plano : Wordware Publishing, 2005. - 307, [1] p. : il. ; 18 x 23 cm

ISBN 1-55622-085-5

Cota: AV/464-BC ULHT 28163

KAUPELIS, Robert

Experimental drawing / Robert Kaupelis. - New York : Watson-Guption Publications, 1980. - 192 p. : il. ; 28 cm

ISBN 978-0-8230-1622-8

Cota: ART/405-BC ULHT 46561

KELLAND, Matt, e outros

Machinima / Matt Kelland, Dave Morris, Dave Lloyd. - East Sussex : ILEX, 2005. - 160 p. : il. ; 23 cm

ISBN 1-904705-64-2

Cota: AV/465-BC ULHT 28162

KHEMLANI, Lachmi

Form. Z 4 : 3D modeling, rendering, and animation / Lachmi Khemlani ; pref. Mark D. Gross. - New York ; Chicago ; San Francisco ; London : McGraw-Hill, 2004. - 446, [2] p. : il. ; 23 cm

ISBN 0-07-142516-0

Cota: AV/469-BC ULHT 28176

KITAGAWA, Midori, e outro

Mocap for artists : workflow and techniques for motion capture / Midori Kitagawa, Brian Windsor. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2008. - 216 p. : il. ; 24 cm

ISBN 978-0-240-81000-3

Cota: AV/126-BC ULHT 32135

KRASNER, Jon

Motion graphic design fine art animation : principles and practice / Jon Krasner. - Amsterdam ; Boston ; Heidelberg ; London : Focal Press, 2004 (Elsevier). - 386 p. : il. ; 25 cm

ISBN 0-240-80482-1

Cota: AV/375-BC ULHT 25525

BIBLIOTECA VICTOR DE SÁ
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KUPERBERG, Marcia, e outros

A guide to computer animation for TV, games, multimedia and web / Marcia Kuperberg, col. Martin Bowman, Rob Manton. - Oxford : Amsterdam : Boston ; Focal Press, 2002. - 249 p. : il. ; 24 cm. - (Focal Press visual effects & animation)
ISBN 0-240-51671-0

Cota: AV/1222-BC ULHT 20385

LENGYEL, Eric

Mathematics for 3D game programming and computer graphics / Eric Lengyel. - 3rd edition. - Boston : Course Technology, 2012. - 545 p. ; 24 cm
ISBN 978-1-4354-5886-4

Cota: IN/521-BC ULHT 47982

LIVINGSTONE, Sonia

Young people and new media : childhood and the changing media environmental / Sonia Livingstone. - London ; Thousand Oaks : Sage Publications, 2002 (2003). - 277 p. ; 23 cm
ISBN 0-7619-6467-3

Cota: CO/238-BC ULHT 23548

LOBO, Miguel

Flash MX & 5 : optimização de sites / Miguel Lobo. - Lisboa : FCA, 2002. - 430 p. : il.
ISBN 972-722-328-5

Cota: CO/972-BC ULHT 32573

LORD, Peter, e outro

Cracking animation / Peter Lord, Brian Sibley ; pref. Nick Park. - New edition. - London : Thames & Hudson, 2004. - 224 p. : il. ; 26 cm
ISBN 0-500-51190-X

Cota: AV/137-BC ULHT 32701

LORD, Peter, e outro

Creating 3-D animation : the Aardman book of filmmaking / Peter Lorde & Brian Sibley ; pref. Nick Park. - New York : Harry N. Abrams, Inc., Publishers, 1998. - 192 p. : il. ; 26 cm
ISBN 0-8109-1996-6

Cota: AV/1201-BC ULHT 46538

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

LUJÁN, Néstor

O humorismo / Néstor Luján ; trad. Cintra Ferreira. - Rio de Janeiro : Ed. Salvat, 1980. - 142 p. : il. ; 19 cm. - (Biblioteca Salvat de grandes temas ; 73)

ISBN 84-401-0577-0

Cota: AV/101-BC ULHT 11934

LUNENFELD, Peter

Snap to grid : a user's guide to digital arts, media, and culture / Peter Lunenfeld. - Cambridge ; London : The MIT Press, 2001. - 226 p. : il. ; 23 cm

ISBN 0-262-62158-4

Cota: CO/164-BC ULHT 17674

LUZ, Filipe Costa

Jogos de computador e cinema : narrativas, avatares e efeitos / Filipe Costa Luz. - Lisboa : Edições Universitárias Lusófonas, 2009. - 187 p. : il. - (Imagens, sons, máquinas e pensamento ; 10)

ISBN 978-972-8881-71-9

Cota: AV/678-BC ULHT 36726

AV/678.2-BC ULHT 36725

MALBERT, Roger

Drawing people : the human figure in contemporary art / Roger Malbert. - New York : Thames & Hudson, 2015. - 256 p. : il. ; 34 cm

ISBN 978-1-938922-68-8

Cota: ART/275-BC ULHT 46554

MANOVICH, Lev

The language of new media / Lev Manovich. - Cambridge : The MIT Press, 2001. - 354 p. : il. ; 23 cm

ISBN 0-262-63255-1

Cota: AV/1175-BC ULHT 17466

MARINO, Paul

3D game-based filmmaking : the art of machinima / Paul Marino. - Scottsdale : Paraglyph, 2004. - 470 p. : il. ; 23 cm

ISBN 1-932111-85-9

Cota: AV/499-BC ULHT 28623

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

MARTINS, Maria Isabel Lima

Folha de papel branco e écran de computador onde se pintam fantasias / Maria Isabel Lima Martins. - Lisboa : Instituto de Inovação Educacional, 1997. - 283 p. ; 24 cm. - (Ciências da educação ; 17)

ISBN 972-8353-47-2

Cota: CE/187-BC ULHT 10077

MARX, Christy

Writing for animation, comics, and games / Christy Marx. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2006. - 226 p. : il. ; 25 cm

ISBN 978-0-240-80582-5

Cota: AV/520-BC ULHT 29339

MASLEN, Mick, e outro

Drawing projects : an exploration of the language of drawing / Mick Maslen, Jack Southern. - London : Black Dog Publishing, 2011. - 239 p. : il. ; 26 cm

ISBN 978-1-907317-25-5

Cota: ART/544-BC ULHT 46637

MASSIRONI, Manfredo

Ver pelo desenho : aspectos técnicos, cognitivos, comunicativos / Manfredo Massironi ; trad. Cidália de Brito. - 1ª ed. - Lisboa : Edições 70, 2010. - 201, [2] p. : il. ; 24 cm. - (Extra-colecção)

ISBN 978-972-44-1611-3

Cota: CO/973-BC ULHT 40446

MATTESI, Michael D.

Force : dynamic life drawing for animators / Michael D. Mattesi. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier, 2006. - 228 p. : il. ; 28 cm

ISBN 978-0-240-80845-1

Cota: ART/429-BC ULHT 31890

MENARD, Michelle

Game development with unity / Michelle Menard. - Boston : Cengage Learning, 2012. - 463 p. : il. ; 23 cm

ISBN 978-1-4354-5658-7

Cota: AV/838-BC ULHT 41820

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

MENDIBURU, Bernard

3D movie making : stereoscopic digital cinema from script to screen / Bernard Mendiburu. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2009. - 223 p. : il. ; 24 cm
ISBN 978-0-240-81137-6

Cota: AV/624-BC ULHT 34546

MILLER, Vincent

Understanding digital culture / Vincent Miller. - Los Angeles : London ; New Delhi : SAGE, 2011 (reimpressão 2013). - 254 p. ; 24 cm

ISBN 978-1-84787-497-9

Cota: CO/856-BC ULHT 44408

MITCHELL, Claudia

Doing visual research / Claudia Mitchell. - Los Angeles ; London ; New Delhi : SAGE, 2011 (reimpressão 2013). - 216 p. : il. ; 24 cm

ISBN 978-1-4129-4583-7

Cota: CO/868-BC ULHT 44488

MITCHELL, Larry

C4D 9.5: real-world 3D animation production / Larry Mitchell. - Hingham : Charles River Media, Inc., 2006. - 416 p. : il. ; 23 cm (Graphics series)

ISBN 1-58450-437-4

Cota: AV/481-BC ULHT 28340

MÜLLER-BROCKMANN, Josef

Grid systems in graphic design : a visual communication manual for graphic designers, typographers and three dimensional designers = Raster systeme für die visuelle Gestaltung : ein handbuch für grafiker, typografen und ausstellungsgestalter / Josef Müller-Brockmann. - 5th ed. - Zurich : Niggli, 2007. - 176, [3] p. : il. ; 30 cm

ISBN 978-3-7212-0145-1

Cota: CO/426-BC ULHT 31962

MUNARI, Bruno

Das coisas nascem coisas / Bruno Munari ; trad. José Manuel de Vasconcelos. - Lisboa : Edições 70, 2008. - 388, [3] p. : il. ; 21 cm. - (Arte & Comunicação ; 16)

ISBN 978-972-44-1363-1

Cota: DS/8-BC ULHT 31866

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

MURDOCK, Kelly

3D game animation for dummies / Kelly L. Murdock. - Hoboken : Wiley Publishing, Inc., 2005. - 377, [9] p. : il. ; 23 cm
ISBN 0-7645-8789-7

Cota: IN/310-BC ULHT 28129

MURDOCK, Kelly

3ds Max 7 bible / Kelly L. Murdock. - Hoboken : Wiley Publishing, Inc., 2005. - 1252, [2] p. : il., gráficos ; 23 cm
ISBN 0-7645-7971-1

Cota: AV/462-BC ULHT 29032

NEUHAHN, Chris, e outro

Professional short films with Autodesk 3ds Max / Chris Neuhahn, Josh Book. - Hingham : Charles River Media, 2006. - 372 p. : il. ; 23 cm
ISBN 1-58450-415-3

Cota: AV/498-BC ULHT 28653

NEUPERT, Richard

French animation history / Richard Neupert. - Malden ; Oxford : Wiley-Blackwell, 2011. - 192 p. : il. ; 23 cm
ISBN 978-1-4443-3836-2

Cota: AV/819-BC ULHT 41046

NEW, Jennifer

Drawing from life : the journal as art / Jennifer New. - New York : Princeton Architectural Press, 2005. - 192 p. : il. ; 25 cm
ISBN 1-56898-445-6

Cota: ART/445-BC ULHT 46628

NIELSON, Frank

Visual computing : geometry, graphics, and vision / Frank Nielson. - Hingham : Charles River Media, Inc., 2005. - 560 p. : il. ; 24 cm. - (Graphics series)
ISBN 1-58450-427-7

Cota: IN/298-BC ULHT 27228

O'LUANAIGH, Patrick

Game design complete / Patrick O'Lunaigh. - Scottsdale : Paraglyph, 2006. - 430 p. : il. ; 23 cm
ISBN 1-933097-00-0

Cota: IN/320-BC ULHT 28642

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

OLIVEIRA, Hélder

Flash CS4 : depressa e bem / Hélder Oliveira. - Lisboa : FCA, 2009. - 200, [4] p. : il. ; 24 cm
ISBN 978-972-632-0

Cota: IN/534-BC ULHT 41403

PALLASMAA, Juhani

The thinking hand : existential and embodied wisdom in architecture / Juhani Pallasmaa. -
Chichester : John Wiley & Sons, 2009. - 159 p. : il. ; 22 cm
ISBN 978-0-470-77929-3

Cota: AQ/544-BC ULHT 40935

PARDEW, Les, e outro

Mastering digital 2D and 3D art / Les Pardew, Don Seegmiller. - Boston : ISBN 1-59200-561-6

Cota: AV/459-BC ULHT 28109

PARRISH, David

Inspired 3D lighting and compositing / David Parrish ; pref. Mark Stetson. - Cincinnati : Premier
Press, 2002. - 266, [1] p. : il. ; 22 x 28 cm. - (Michael Ford and Kyle Clark)
ISBN 1-931-841-49-7

Cota: AV/453-BC ULHT 28124

PENNINGTON, Adrian, e outro

Exploring 3D : the new grammar of stereoscopic filmmaking / Adrian Pennington, Carolyn
Giardina ; pref. Jeffrey Katzenberg. - New York ; London : Focal Press, 2012. - 206 p. : il. ; 23 cm
ISBN 978-0-240-82372-0

Cota: AV/798-BC ULHT 40554

PETERS, Keith

Foundation actionscript animation : making things move / Keith Peters. - New York : Friends of
ED, 2006. - 470 p. : il. ; 23 cm
ISBN 1-59059-518-1

Cota: AV/1111-BC ULHT 44651

PINHEIRO, Carlos da Silva, e outro

Desenho / Carlos da Silva Pinheiro, Pedro Fialho de Sousa ; il. Jorge Vidal. - Lisboa : Ministério
da Educação, [19..?]. - 170 p. : il. ; 21. - (Textos pré-universitários ; 13)

Cota: AQ/65-BC ULHT 19833

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

POWERS, Anne

Cinema 4D : the artist's project sourcebook / Anne Powers. - San Francisco : CPM Books, 2004.
- 337, [3] p. : il. ; 25 cm (Digital media academy)
ISBN 1-57820-242-6

Cota: AV/497-BC ULHT 28627

**PROCEEDINGS OF THE ACM INTERNATIONAL CONFERENCE ON DIGITAL INTERACTIVE MEDIA
IN ENTERTAINMENT AND ARTS, 3rd, Athens, 2008**

Dimea 2008 / org. ACM ; ed. lit. Sofia Tsekeridou...[et al.]. - Athens : ACM, 2008. - 546 p. : il.
ISBN 978-1-60558-248-1

Cota: AV/124-BC ULHT 32257

PURVES, Barry J. C.

Stop motion : passion, process and performance / Barry J. C. Purves ; pref. Randall William
Cook. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2008. - 347 p. : il. ; 26
cm
ISBN 978-0-240-52060-5

Cota: AV/507-BC ULHT 33374

RAMOS, Artur

Retrato : o desenho da presença / Artur Ramos. - Lisboa : Campo da Comunicação, 2010. - 479
p. : il. ; 22 cm. - (Univer)
ISBN 978-972-8610-79-1

Cota: ART/368-BC ULHT 46553

RAVET-HAERVERMANS, Agathe

The art of botanical drawing / Agathe Ravet-Haervermans. - London ; New Delhi ; New York :
Bloomsbury, 2008 (reimpressão 2013). - 96 p. : il. ; 21 X 26 cm
ISBN 978-1-4081-111-6

Cota: ART/485-BC ULHT 46631

RICHARD, Valliere T.

Norman McLaren, manipulator of movement : the national film board years, 1947-1967 /
Valliere T. Richard. - Newark : University of Delaware Press, 1982. - 128 p. : il.
ISBN 0-87413-192-8

Cota: AV/643-BC ULHT 34622

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

ROBERTS, Steve

Character animation in 3D : use traditional drawing techniques to produce stunning CGI animation / Steve Roberts. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier, 2004 (Focal Press). - 245, [1] p. : il. ; 24 cm (Focal Press visual effects & animation)
ISBN 0240-51665-6

Cota: AV/428-BC ULHT 27153

SANTIAGO, David

Creating 3D effects for film, TV, and games / David Santiago. - Boston : Thomson, 2005. - 282 p. : il. ; 19 x 23 cm
ISBN 1-59200-589-6

Cota: AV/472-BC ULHT 28219

SANTOS, João, e outro

3D Studio Max 3 : curso completo / João Santos, João Barata. - Lisboa : FCA, 2000. - 576 p. ; 23 cm. - (Curso completo)
ISBN 972-722-205-6

Cota: IN/98-BC ULHT 5

SANTOS, João, e outro

3Ds Max 4 : curso completo / João Santos, João Barata. - Lisboa : FCA, 2002. - 585 p. : il. ; 24 cm. - (Curso completo)
ISBN 972-722-323-0

Cota: IN/191-BC ULHT 16615

SANTOS, João, e outro

Autodesk VIZ 4 / João Santos, João Barata. - Lisboa : FCA, 2002. - 510, [4] p. : il. ; 24 cm. - (Curso completo)
ISBN 972-722-336-2

Cota: IN/188-BC ULHT 16486

SARRIS, Nikos, e outro

3D modeling and animation : synthesis and analysis techniques for the human body / Nikos Sarris, Michael G. Strintzis. - Hershey ; London : IRM Press, 2005. - 395, [3] p. : il. ; 26 cm
ISBN 159140299-9

Cota: AV/1232-BC ULHT 28448

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

SCHROEDER, Will, e outros

The visualization toolkit : an object-oriented approach to 3D graphics / Will Schroeder, Ken Martin Bill Lorensen. - 3rd ed. - [S.l.] : Kitware, 2002. - 495, [2] p. : il. ; 24 cm
ISBN 1-930934-07-6

Cota: IN/243-BC ULHT 23659

SHAW, Susannah

Stop motion : craft skills for model animation / Susannah Shaw. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2004 (2005). - 206, [1] p. : il. ; 25 cm. - (Focal Press Visual Effects & Animation)
ISBN 0-240-51659-1

Cota: AV/405-BC ULHT 26067

SIAPERA, Eugenia

Understanding new media / Eugenia Siapera. - London : Sage Publications, 2012. - 279 p.
ISBN 978-1-84860-779-8

Cota: CO/728-BC ULHT 41998

STEED, Paul

Modeling a character in 3ds Max / Paul Steed. - 2nd ed. - Los Rios Boulevard Plano : Wordware Publishing, 2005. - 584, [4] p. : il. ; 23 cm
ISBN 1-55622-088-X

Cota: AV/455-BC ULHT 28120

STEINMETZ, Ralf, e outro

Multimedia : computing, communications and applications / Ralf Steinmetz, Klara Nahrstedt. - Upper Saddle River : Prentice-Hall, 1995. - 854 p. : gráficos ; 24 cm. - (Innovative technology)
ISBN 0-13-324435-0

Cota: IN/410-BC ULHT 17256

STOUT, Katharine

Contemporary drawing : from the 1960s to now / Katharine Stout. - London : Tate Publishing, 2014. - 168 p. : il. ; 27 cm
ISBN 978-1-85437-970-2

Cota: ART/391-BC ULHT 46530

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

SULLIVAN, Chip

Drawing the landscape / Chip Sullivan . - 3rd ed. - Hoboken : John Wiley & Sons, 2003. - 326 p. : il.

ISBN 978-0-471-43035-3

Cota: AQ/290-BC ULHT 35768

SULLIVAN, Karen, e outros

Ideas for the animated short : finding and building stories / Karen Sullivan, Gary Schumer, Kate Alexander. - Amsterdam ; Boston ; Heidelberg ; London ; New York : Elsevier : Focal Press,

2008. - 265 p. : il. ; 23 cm

ISBN 978-0-240-80860-4

Cota: AV/593-BC ULHT 31705

TAYLOR, Astra

The people's platform : taking back power and culture in the digital age / Astra Taylor. - New York : A Metropolitan Book : Henry Holt and Company, 2014. - 276 p. ; 21 cm

ISBN 978-1-250-06259-8

Cota: CO/434-BC ULHT 46618

TAYLOR, Richard

Encyclopedia of animation techniques / Richard Taylor. - Oxford ; Amsterdam ; Boston ; London : Focal Press, 1999 (reimpressão 2002). - 176 p. : il. ; 22 cm

ISBN 0-240-51576-5

Cota: AV/1195-BC ULHT 30375

TERZIDIS, Kostas

Algorithms for visual design using the processing language / Kostas Terzidis. - Indianapolis : Wiley Publishing, 2009. - 354 p. : il. ; 23 cm

ISBN 978-0-470-37548-8

Cota: IN/537-BC ULHT 41671

THOMAS, Frank, e outro

The illusion of life : Disney animation / Frank Thomas, Ollie Johnston. - New York : Disney Editions, 1995. - 575 p. : il. ; 28 cm

ISBN 978-078686070-8

Cota: AV/230-BC ULHT 33072

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

TRYON, Chuck

On-demand culture : digital delivery and the future of movies / Chuck Tryon. - New Brunswick ; New Jersey ; London : Rutgers University Press, 2013. - 218 p. ; 23 cm
ISBN 978-0-8135-6109-7

Cota: AV/432-BC ULHT 51114

VOGLER, Christopher

The writer's journey : mythic structure for writers / Christopher Vogler. - 3rd ed. - Studio City : Mixed Sources, 2007. - 407, [9] p. : il. ; 23 cm
ISBN 078-1-932907-36-0

Cota: AV/239-BC ULHT 32883

WATKINS, Adam

Creating games with Unity and Maya : how to develop fun and marketable 3D games / Adam Watkins. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2011. - 528 p. : il. ; 24 cm
ISBN 978-0-240-81881-8

Cota: AV/799-BC ULHT 40555

WATKINS, Adam, e outro

The Cinema 4D 9/9.1 handbook / Adam Watkins, Anson Call. - Hingham : Charles River Media, Inc., 2006. - 426 p. : il. ; 23 cm (Graphics series)
ISBN 1-58450-402-1

Cota: AV/457-BC ULHT 28110

WATT, Alan

3D computer graphics / Alan Watt. - 3ª ed. - Essex : Addison-Wesley, 2000. - 570 p. ; 20 cm
ISBN 0201398559

Cota: IN/154-BC ULHT 15038

WATT, Alan, e outro

Advanced animation and rendering techniques : theory and practice / Alan Watt, Mark Watt. - New York : Addison-Wesley, 1992. - 455 p. : il. color ; 20 cm
ISBN 0201544121

Cota: IN/155-BC ULHT 15028

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

WEBSTER, Chris

Action analysis for animators / Chris Webster. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2012. - 399 p. : il. ; 24 cm

ISBN 978-0-240-81218-2

Cota: AV/800-BC ULHT 40556

WEBSTER, Chris

Animation : the mechanics of motion / Chris Webster. - Amsterdam ; Boston ; Heidelberg ; London : Elsevier : Focal Press, 2005. - 259 p. : il. ; 25 cm (Focal Press Visual Effects &

Animation)

ISBN 0-240-51666-4

Cota: AV/420-BC ULHT 26938

WEI XU

Drawing in the digital age : an observational method for artists and animators / Wei Xu. -

Indianapolis : John Wiley & Sons, 2012. - 200 p. : il. ; 23 cm

ISBN 978-1-118-17650-4

Cota: ART/510-BC ULHT 46534

WEISHAR, Peter

CGI : the art of the 3D computer-generated image / Peter Weishar ; pref. Phil Tippett. - New York : Harry N. Abrams, Inc., 2004. - 224 p. : il. ; 28 cm

ISBN 0-8109-4967-9

Cota: AV/344-BC ULHT 28447

WEISHAUPT, Michael, e outros

Equad : interactive educational CD-ROM on upper airway diseases in horses / Michael

Weishaupt [et al.] ; University of Zurich. - Zürich : University of Zurich, [200-?]. - CD-ROM : il.

ISBN 3-9521627-2-8

Cota: CDROM/76-BC ULHT 34422

WELLINS, Mike

Storytelling through animation / Mike Wellins. - Hingham : Charles River Media, Inc., 2005. - 435 p. : il. ; 23 cm

ISBN 1-58450-394-7

Cota: AV/471-BC ULHT 28220

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

WELLS, Paul

The animated bestiary : animals, cartoons, and culture / Paul Wells. - New Brunswick ; London : Rutgers University Press, 2009. - 223 p. : il. ; 23 cm

ISBN 978-0-8135-4414-4

Cota: AV/651-BC ULHT 35321

WELLS, Paul

The fundamentals of animation / Paul Wells. - Lausanne : AVA Publishing, 2006. - 196 p. : il. ; 23 cm

ISBN 978-2-940373-02-4

Cota: AV/540-BC ULHT 29813

WILLENBRINK, Mark, e outro

Drawing nature for the absolute beginner / Mark and Mary Willenbrink. - Cincinnati, Ohio : North Light Books, 2013. - 127 p. : il. ; 28 cm

ISBN 978-1-4403-2335-5

Cota: ART/393-BC ULHT 46531

WILLIAMS, Richard

The animator's survival kit / Richard Williams. - Expanded edition. - London : Faber and Faber, 2009. - 382 p. : il. ; 28 cm

ISBN 978-0-571-23834-7

Cota: AV/1202-BC ULHT 46532

WINDER, Catherine, e outro

Producing animation / Catherine Winder, Zahra Dowlatabadi. - Amsterdam ; Boston ; London ; New York : Focal Press, 2001. - 315 p. : il. ; 25 cm. - (Focal press visual effects & animation series)

ISBN 978-0-240-80412-5

Cota: AV/664-BC ULHT 35993

WOOD, Aylish

Digital encounters / Aylish Wood. - London ; New York : Routledge, 2007. - 188, [1] p. : il. + 23 cm

ISBN 978-0-415-41066-3

Cota: AV/231-BC ULHT 33139

BIBLIOTECA VICTOR DE SÁ
BIBLIOGRAFIA NA ÁREA DE ANIMAÇÃO DIGITAL

WOOD, Phyllis

Scientific illustration : a guide to biological, zoological, and medical rendering techniques, design, printing, and display / Phyllis Wood ; with a chapter on computer graphics by Patrick McDonnell. - 2nd ed. - New York ; Chichester ; Toronto : John Wiley & Sons, 1994. - 158 p. : il. ; 28 cm

ISBN 978-0-471-28525-0

Cota: ART/507-BC ULHT 46533

WRIGHT, Steve

Compositing visual effects : essentials for the aspiring artist / Steve Wright. - Amsterdam ; Boston ; Heidelberg ; London ; New York : Elsevier : Focal Press, 2008. - 248 p. : il. ; 25 cm

ISBN 978-0-240-80963-2

Cota: AV/595-BC ULHT 31703

YARWOOD, Alf

Introduction to AutoCAD 2006 2D and 3D design : autodesk / Alf Yarwood. - Amsterdam ; Boston ; Heidelberg ; London : Newnes, 2006. - 331 p. : il. ; 25 cm

ISBN 0-7506-6876-8

Cota: AQ/202-BC ULHT 28128

ZONE, Ray

3-D filmmakers : conversations with creators of stereoscopic motion pictures / Ray Zone. - Lanham ; Toronto ; Oxford : The Scarecrow Press, 2005. - 179 p. ; 25 cm. - (Filmmakers series ; 119)

ISBN 0-8108-5437-6

Cota: AV/630-BC ULHT 34717

ZONE, Ray

Stereoscopic cinema & the origins of 3-D film, 1838-1952 / Ray Zone. - Lexington : University Press of Kentucky, 2007. - 220 p. : il. ; 23 cm

ISBN 978-0-8131-2461-2

Cota: AV/559-BC ULHT 31150

ZONE, Ray

3-DIY : stereoscopic moviemaking on an indie budget / Ray Zone. - Amsterdam ; Boston ; Heidelberg ; London ; Paris : Elsevier : Focal Press, 2012. - 378 p. : il. ; 25 cm

ISBN 978-0-240-81707-1

Cota: AV/801-BC ULHT 40557