

You don't need to read all of them... they are just suggestions - but it would be very beneficial to familiarise yourselves with all of them and sign up for the newsletters where available. Some of these resources may be available in your local library for free.

Books:

- The Art of Games Design – A Book of Lenses – Jesse Schell
- A Theory of Fun for Games Design – Raph Koster
- Rules of Play – Game Design Fundamentals – Katie Salen
- Fundamentals of Game Design by Ernest Adams
- ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games 1st Edition - by Scott Spencer
- ZBrush Character Creation: Advanced Digital Sculpting 2nd Edition - by Scott Spencer
- Beginner's Guide to ZBrush Paperback – December 26, 2017 - by 3dtotal Publishing
- ZBRUSH 2025 Guidebook: The Comprehensive Manual on Strategies, Tips, and Instructions for 3D Modeling, Sculpting, and Digital Art Production from Novices to Professionals Kindle Edition – by Torren Mercy
- Blueprints Visual Scripting For Unreal Engine 5 3 Revised edition – By Romero, Marcos;sewell, Brenden

Magazines:

- 3D World
- Creative Review
- Computer Arts

Websites

- GameDev.net
- CreativeBloq.com
- Artstation.com

For general HE course & College enquiries:

Registry Department

Email: registry@hca.ac.uk

Finance Department

Email: finance@hca.ac.uk

Telephone: 01432 273359