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	(Optional) A History of Graphic Design	Philip B. Meggs	978-0471291985
ART 105 Color Theory	Design Basics (9th ed., 8th ed., or 7th ed.)	Stephen Pentak, David Lauer	978-1285858210 \$55
	(Optional) Color 6 th Edition	Paul Zelanski, Mary Pat Fisher	978-0205635603
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ART 120 Traditional Painting	No Required Textbook		

ART 115 Figure Drawing 1	Figure Drawing: Design and Invention	Michael Hampton	978-0615272818 \$23
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ART 230 CA Introduction to Sculpture	Anatomy for Sculptors: Understanding the Human Figure	Uldis Zarins with Sandis Kondrats	978-0990341100 \$64
	(Optional) Figure Sculpting Volume 1: Planes and Construction Techniques in Clay	Philippe Faraut with Charisse Faraut	978-0975506587 \$55
	(Optional) Human Anatomy for Artists: The Elements of Form	Goldfinger, Eliot	978-0195052064 \$32 (rent)
	(Optional) Atlas of Human Anatomy for the Artist	Rogers Peck, Stephen	978-0195030958 \$15
	(Optional) Artistic Anatomy	Richer, Paul	978-0823002977 \$22

ART 335 Portrait Sculpture	Anatomy for Sculptors: Understanding the Human Figure	Zarins, Uldis and Kondrats, Sandis	978-0990341100 \$55
	Portrait Sculpting: Anatomy & Expressions in Clay	Faraut, Charisse and Faraut, Philippe	0975506587 \$50
	Human Anatomy for Artists: The Elements of Form	Goldfinger, Eliot	978-0195052064 \$45
BUS 110 Principles of Management	Understanding Business, 9 th edition	Nickels, William and McHugh, James and McHough Susan	978-0073511702 \$30
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	Learn to Program with Python 3	Kalb, Irv	1484238783 978-1484238783
	Introduction to Computing Using Python: An Application Development Focus (2 nd Ed.) (ON SAFARI)	Ljubomir Perkovic Wiley	978-1118890943 \$48
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	(Optional) How to Program C++, 10 th edition	Paul Deitel,	9780134444237 \$28
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	(Optional) Film Art An Introduction (11th ed.)	David Bordwell and Kristin Thompson	978-1259534959 \$14
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	The Animator's Survival Kit	Richard Williams	978-0571202287 \$25

DAA 244 Introduction to 3D Animation Principles	(Optional) Acting for Animators	Ed Hooks	978-0415580243 \$37
	(Optional) The illusion Of Life	Frank Thomas & Ollie Johnston	978-0786860708 \$36
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DAA 264 Drawing Animation 1	Figure Drawing for Artists: Making Every Mark Count	Steve Huston	978-1631590658 \$17
	(Optional) Atlas of Human Anatomy for the Artist	Stephen Rogers Peck	978-0195030952 \$15
DAA 267 Character Rigging	No Required Textbook		
	(Optional) www.3dtotal.com	Jahirul Amin (among others)	
	(Optional) The Art of Rigging (A Definitive Guide to Character Technical Direction with Alias Maya, Volume 1)	Kiaran Ritchie, Jake Callery, and Karim Biri	978-0976800309 0976800306 \$59

DAA 267 Character Rigging (Cont.)	(Optional) Stop Staring	Jason Osipa	978-0470609903 \$29
	(Optional) Rig it Right	Tina O'Hailey	978-1138428607 \$46
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	Directing The Story: Professional Storytelling & Storyboarding Techniques For Live Action and Animation	Glebas, Francis	978-0240810768 \$35
DAA 320 CA Digital Painting	No Required Textbook		
	(Optional) Digital Painting Techniques Volumes 1-8	3DTotal	978-0240521749, 978-0955153013, 978-0955153068, 978-0956817129, 978-1909414013, 978-1909414112 \$37

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	Artistic Anatomy	Dr. Paul Richer	0823002977 \$17
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	(Optional) The Skillful Huntsman: Visual Development of a Grimm Tale at Art Center College of Design	Khang Le, Mike Yamada and Felix Yoon	978-0972667647 \$21
	(Optional) How to Draw: drawing and sketching objects and environments from your imagination	Scott Robertson	978-1633492735 \$28
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	(Optional) Hearing and Writing Music	Ron Gorow	096294967 \$25
	(Optional) The Piano Handbook	Carl Humphries; 2002 Backbeat Books	0879307277 \$31
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DAT 350	Learning Core Audio: A Hands-On Guide to Audio Programming for Mac and iOS (ON SAFARI)	Kevin Avila, Chris Adamson	978-0321636973 \$24
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	(Optional) On Writing Well	William K. Zinsser	978-0312667658 \$13

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	Asking the Right Questions: A Guide to Critical Thinking (10 th Edition)	M. Neil Browne, Stuart M. Keeley	978-0205111169 \$30
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	(Optional) Professional Techniques for Video Game Writing	Wendy Despain, Ed.	978-1568814162 \$53

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GAM 295 Game Design 1	No Required Textbook		
GAM 295 Game Design 1 (Cont.)	(Optional) The Kobold Guide to Board Game Design	Mike Selinker, Richard Garfield, Steve Jackson, Dale Yu, Richard C Levy	978-1936781041 \$20
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	(Optional) Level Up- The Guide to Great Video Game Design (1 st or 2 nd Edition)	Scott Rodgers	978-047066870 \$26
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	(Optional) Professional Techniques for Video Game Writing	Wendy Despain	978-1568814162 \$15

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	(Optional) Writing for Video Game Genres: From FPS to RPG	Wendy Despain	978-1568814179 \$61
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	(Optional) An Architectural Approach to Level Design	Christopher Totten	978-1466585416 \$46
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	(Optional) The Notebooks of Leonardo da Vinci Ed.	Irma Richter	N/A
	(Optional) The Art Spirit (Harper and Row, Publishers)	Robert Henri	N/A
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MATH 003 Intermediate Algebra (Cont.)	(Optional) Intermediate Algebra Concepts and Applications, 8th edition	Marvin L. Bittinger and David J. Ellenbogen	978-0321557186 \$10
MATH 115 College Algebra and Trigonometry	College Algebra and Trigonometry 5 th edition, Pearson, Addison, Wesley, 2009	Lial, Hornsby, Schneider	978-0321671783 10-0321671783 \$100
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	(Optional) Any pre-calculus book		
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	(Optional) Any pre-calculus book		

MATH 143 Calculus 1	Calculus (7th ed.) Houghton Mifflin Company, 2002	Larson, Hostetler, Edward	978-0618141807 0618141804 \$26
	(Optional) Any calculus book		
MATH 145 Calculus 2	Calculus 2	Edwin "Jed" Herman and Gilbert Strang	101-94717214X \$27
	(Optional) Calculus, 7 th edition, Houghton Mifflin Company, 2002	Larson, Hostetler, Edward	978-0618141807 0618141804 \$73
	(Optional) Any Calculus Book		
MATH 215 Mathematics for Computer Graphics	Mathematics for Computer Graphics (3 rd Ed.)	John A. Vince	978-1-84996-022-9 \$16
MATH 245 Calculus 3	Calculus (7th ed.) Houghton Mifflin Company, 2002	Larson, Hostetler, Edward	978-0618141807 0618141804 \$26
Math 290 Linear Algebra and Transformations	(Optional) Any calculus book		

MATH 295 Discrete Mathematics	Discrete Mathematics with Applications (4th ed.)	Susanna S. Epp	978-0495391326 \$21
	(Optional) Any discrete mathematics book		
SCI 102 Basic Physics 2	Physics (7 th ed.)	John D. Cutnell and Kenneth W. Johnson	978-0471663157 \$41
SCI 110 The Science of Motion: Humans, Animals, Objects	Biomechanics of Human Movements	Schleihauf, R.	978-1418469580 \$40
SCI 130 Basic Concepts of Anatomy and Physiology	Essentials of Human Anatomy and Physiology, 7 th edition	Valerie Scanlon, Tina Sanders	978-0803639577 \$58
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	(Optional) Anatomy and Physiology	OpenStax Creative Commons	N/A
SCI 145 College Physics 1	Physics for Scientists and Engineers (3rd ed.)	Randall D. Knight	978-0321740908 \$110

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