

**BOOK LIST SPRING 2019**

CLASS	BOOK TITLE & ISBN	INSTRUCTOR
ART120	<p>Required:</p> <p>How to render : the fundamentals of light, shadow and reflectivity by Scott Robertson and Thomas Bertling ISBN-10: 1933492961 ISBN-13: 978-1933492964</p>	Calvin Tan
ART150	<p>Required:</p> <p>Human anatomy for artists : the elements of form by Eliot Goldfinger ISBN-10: 0195052064 ISBN-13: 978-0195052060</p> <p>Anatomy of movement by Blandine Calais-Germaine ISBN-10: 0939616572 ISBN-13: 978-0939616572</p>	Calvin Tan
ART151	<p>Recommended:</p> <p>Complete guide to life drawing by Gottfried Bammes ISBN-10: 1844486907 ISBN-13: 978-1844486908</p> <p>Figure drawing : design and invention by Michael Hampton ISBN-10: 0615272819 ISBN-13: 978-0615272818</p>	Dominic Chang
COL230	<p>Recommended:</p> <p>Find your why : a practical guide for discovering purpose for you and your team by Simon Sinek, David Mead, and Peter Docker ISBN-10: 9780143111726 ISBN-13: 978-0143111726</p>	Calvin Tan
CS100	<p>Required:</p> <p>Code : the hidden language of computer hardware and software by Charles Petzold</p>	William Zheng

	<p>ISBN-10: 0735611319  ISBN-13: 978-0735611313  Available from Safari Books Online</p>	
CS120	<p>Required:</p> <p>C programming : a modern approach, 2nd edition  by K. N. King  ISBN-13: 978-0393979503</p> <p>Recommended:</p> <p>The C programming language, 2nd edition  by Brian W. Kernigan and Dennis M. Ritchie  ISBN-13: 978-0131103627  Available from Safari Books Online</p> <p>The standard C library  by P. J. Plauger  ISBN-13: 978-0131315099</p>	Liu Fang
CS170	<p>Required:</p> <p>C++ primer, 5th edition  by Stanley B. Lippman, Jose Lajoie, and Barbara E. Moo  ISBN-10: 0321714113  ISBN-13: 978-0321714114  Available from Safari Books Online</p>	Vadim Surov
CS180	<p>Required:</p> <p>Operating system concepts, 9th edition,  International Student Version  by Abraham Silberschatz, Peter B. Galvin, and Greg Gagne  ISBN: 978-1-1180-9375-7  8th edition available from Safari Books Online</p> <p>Modern operating systems, Global edition, 4th edition  by Andrew S. Tanenbaum and Herbert Bos  ISBN: 9781292061429</p>	William Zheng
CS211	<p>Recommended:</p> <p>Database system concepts, 6th edition  by Abraham Silberschatz, Henry F. Korth, and S. Sudarshan  ISBN-10: 0073523321  ISBN-13: 978-0073523323</p>	Liu Fang

CS250	<p>Required:</p> <p>Introduction to computer graphics : a practical learning approach by Fabio Ganovelli, Massimiliano Corsini, Sumanta Pattanaik, and Marco Di Benedetto ISBN-10: 1439852790 ISBN-13: 978-1439852798 Available from Safari Books Online</p> <p>Recommended:</p> <p>Computer graphics : principles and practice, 3rd edition by John F. Hughes et al. ISBN-10: 0321399528 ISBN-13: 978-0321399526 Available from Safari Books Online</p> <p>Real-time rendering, 4th edition, by Tomas Akenine-Möller, Eric Haines, and Naty Hoffman ISBN-10: 1138627003 ISBN-13: 978-1138627000</p> <p>Interactive computer graphics : a top-down approach with WebGL, 7th edition by Edward Angel and Dave Shreiner ISBN-10: 1292019344 ISBN-13: 9781292019345</p> <p>OpenGL programming guide : the official guide to learning OpenGL, version 4.5 with SPIR-V, 9th edition by John Kessenich, Graham Sellers, and Dave Shreiner ISBN-10: 0134495497 ISBN-13: 978-0134495491 Available from Safari Books Online</p> <p>OpenGL shading language, 3rd edition by Randi J. Rost and Bill Licea-Kane ISBN-10: 0321637631 ISBN-13: 978-0321637635 Available from Safari Books Online</p> <p>OpenGL superbible : comprehensive tutorial and reference, 7th edition by Graham Sellers, Richard S Wright Jr., and Nicholas Haemel ISBN-10: 0672337479 ISBN-13: 978-0672337475 Available from Safari Books Online</p>	Vadim Surov
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CS251	<p>Recommended:</p> <p>Computer graphics with OpenGL, 4th edition, Pearson New International Edition by Hearn, Baker, and Carithers ISBN-10: 1292024259 ISBN-13: 978-1292024257</p> <p>Interactive computer graphics : a top-down approach with shader-based OpenGL, 7th edition by Edward Angel and Dave Shreiner ISBN-10: 0133574849 ISBN-13: 978-0133574845</p>	Vadim Surov
CS260	<p>Required:</p> <p>Computer networking : a top-down approach, 7th edition by James Kurose and Keith Ross ISBN-10: 1292153598 ISBN-13: 9781292153599</p> <p>Recommended:</p> <p>Computer networks, 5th edition by Andrew S. Tanenbaum and David J. Wetherall ISBN-10: 0132126958 ISBN-13: 978-0132126953 Available from Safari Books Online</p>	William Zheng
CS261	<p>Required:</p> <p>Computer networking : a top-down approach, 7th edition by James Kurose and Keith Ross ISBN-10: 0133594149 ISBN-13: 978-0133594140</p> <p>Recommended:</p> <p>Computer networks, 5th edition by Andrew S. Tanenbaum and David J. Wetherall ISBN-10: 0132126958 ISBN-13: 978-0132126953</p>	William Zheng
CS280	<p>Recommended:</p> <p>Algorithms in C++, 3rd edition by Robert Sedgwick ISBN-13: 9780201350883</p>	Prabhu Natarajan
CS300	<p>Recommended:</p> <p>OpenGL programming guide : the official guide to learning OpenGL, version 4.5 with SPIR-V, 9th edition</p>	Howard Sin

	<p>by John Kessenich, Graham Sellers, and Dave Shreiner  ISBN-10: 0134495497  ISBN-13: 978-0134495491  Available from Safari Books Online</p> <p>OpenGL shading language, 3rd edition  by Randi J. Rost and Bill Licea-Kane  ISBN-10: 0321637631  ISBN-13: 978-0321637635  Available from Safari Books Online</p> <p>OpenGL superbible : comprehensive tutorial and reference,  7th edition  by Graham Sellers, Richard S Wright Jr., and  Nicholas Haemel  ISBN-10: 0672337479  ISBN-13: 978-0672337475  Available from Safari Books Online</p> <p>Introduction to computer graphics : a practical learning  approach  by Fabio Ganovelli, Massimiliano Corsini,  Sumanta Pattanaik, and Marco Di Benedetto  ISBN-10: 1439852790  ISBN-13: 978-1439852798  Available from Safari Books Online</p> <p>Computer graphics : principles and practice, 3rd edition  by John F. Hughes et al.  ISBN-10: 0321399528  ISBN-13: 978-0321399526  Available from Safari Books Online</p> <p>Real-time rendering, 4th edition  by Tomas Akenine-Möller, Eric Haines, and Naty Hoffman  ISBN-10: 1138627003  ISBN-13: 978-1138627000</p> <p>Interactive computer graphics : a top-down approach with  WebGL, 7th edition  by Edward Angel and Dave Shreiner  ISBN-10: 1292019344  ISBN-13: 9781292019345</p>	
CS330	<p>Required:</p> <p>Algorithm design, 1st edition  by Jon Kleinberg and Eva Tardos  ISBN-10: 1292023945  ISBN-13: 978-1292023946</p>	Prabhu Natarajan

	<p>Recommended:</p> <p>Introduction to algorithms, 3rd edition by Thomas Cormen, Charles Lieserson, Ronald Rivest, and Clifford Stein ISBN-10: 0262033844 ISBN-13: 978-0262033848</p> <p>Introduction to the design and analysis of algorithms, 3rd edition by Anany Levitin ISBN-10: 0132316811 ISBN-13: 978-0132316811</p>	
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ECE200	<p>Required:</p> <p>Electric circuits, 10th edition by Susan Riedel and James W. Nilsson ISBN-10: 1292060549 ISBN-13: 978-1292060545</p>	Fong Foo Hoong
ECE210	<p>Required:</p> <p>Digital design and computer architecture, ARM edition by Sarah Harris and David Harris ISBN: 978-0128000564</p>	Noori Kim

	<p>Recommended:</p> <p>Digital electronics : a practical approach with VHDL, 9th edition by William Kleitz ISBN: 9781292025612</p>	
ENG116	<p>Recommended:</p> <ol style="list-style-type: none"> <li>1. Aristotle's poetics, translation by S.H. Butcher.</li> <li>2. A practical guide to the hero with a thousand faces by Chris Vogler.</li> <li>3. Story : substance, structure, style and the principles of screenwriting by Robert McKee.</li> <li>4. Screenwriting : the sequence approach by Paul Joseph Gulino.</li> <li>5. Emotional structure : creating the story beneath the plot : a guide for screenwriters by Peter Dunne.</li> <li>6. The hero with a thousand faces by Joseph Campbell.</li> <li>7. The writers journey : mythic structure for writers by Christopher Vogler.</li> <li>8. Beowulf (modern English translation) by Anonymous, Poetry Foundation.</li> <li>9. Gilgamesh, a summary by Richard Hooker.</li> <li>10. Hamlet by William Shakespeare, edited by Richard Andrews and Rex Gibson.</li> <li>11. The Mahabharata : a shortened modern prose version of the Indian epic by R.K. Narayan.</li> </ol> <p>Writing Technique References</p> <ol style="list-style-type: none"> <li>1. Elements of fiction writing : characters and viewpoint by Orson Scott Card.</li> <li>2. Escaping into the open : the art of writing true by Elizabeth Berg.</li> <li>3. Writing down the bones by Natalie Goldberg.</li> <li>4. Bird by bird by Anne Lamott.</li> <li>5. The art and craft of storytelling by Nancy Lamb.</li> <li>6. Wonderbook : the illustrated guide to creating imaginative fiction by Jeff VanderMeer.</li> </ol> <p>Short Story Collections</p> <ol style="list-style-type: none"> <li>1. The interpreter of maladies by Jhumpa Lahiri.</li> <li>2. Fragile things by Neil Gaiman.</li> <li>3. Trigger warning by Neil Gaiman.</li> <li>4. The beating and other stories by Dave Chua.</li> <li>5. The starry rift edited by Jonathan Strahan.</li> <li>6. Robot dreams by Isaac Asimov.</li> <li>7. Moonlight and vines by Charles de Lint.</li> <li>8. Tapping the dream tree by Charles de Lint.</li> </ol>	Rashmi Kumar

	<p>Novels</p> <ol style="list-style-type: none"> <li>1. My family and other animals by Gerald Durrell.</li> <li>2. Corfu trilogy by Gerald Durrell.</li> <li>3. The namesake by Jhumpa Lahiri.</li> <li>4. Nowhere by Neil Gaiman.</li> <li>5. City of small blessings by Simon Tay.</li> <li>6. Fahrenheit 451 by Ray Bradbury.</li> <li>7. Flowers for Algernon by Daniel Keyes.</li> <li>8. The hunger games trilogy by Suzanne Collins.</li> <li>9. Extremely loud and incredibly close by Jonathan Safran Foer.</li> <li>10. The girl with all the gifts by M. R. Carey.</li> <li>11. Somewhere to be flying by Charles de Lint.</li> </ol> <p>Graphic Novels</p> <ol style="list-style-type: none"> <li>1. The Sandman series by Neil Gaiman.</li> <li>2. Watchmen by Alan Moore.</li> <li>3. The arrival by Shaun Tan.</li> </ol> <p>Online resources</p> <p>Short stories:  <a href="http://www.tor.com/">http://www.tor.com/</a>  <a href="https://subterraneanpress.com/magazine">https://subterraneanpress.com/magazine</a></p> <p>Articles on writing technique:  writersdigest.com</p>	
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LAW115	<p>Recommended:</p> <p>Business &amp; legal primer for game development  edited by S. Gregory Boyd and Brian Green  ISBN-10: 9781584504924  ISBN-13: 978-1584504924</p> <p>The entrepreneur's guide to patents, copyrights, trademarks,  and trade secrets, &amp; licensing  by Jill Gilbert  ISBN-10: 0425194094  ISBN-13: 978-0425194096</p>	Shanthina Ravindran
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MAT200	Required:  Calculus : early transcendentals, 8th edition by James Stewart ISBN-13: 9781305272378  Recommended:  Calculus : early vectors by James Stewart ISBN-10: 0534493483 ISBN-13: 978-0534493486	Cheong Kang Hao
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