

# Animation

View Online



Buchan, Suzanne H. n.d. 'The Quay Brothers: Choreographed Chiaroscuro, Enigmatic and Sublime'. *Film Quarterly*; Berkeley 51 (3): 16–31.  
<https://ezproxy.lib.gla.ac.uk/login?url=https://search.proquest.com/docview/1709209?pq-origsite=summon>.

Cholodenko, Alan. 2007. *The Illusion of Life II: More Essays on Animation*. [Sydney] N.S.W.: Power Publications.

<https://contentstore.cla.co.uk//secure/link?id=06ce8673-cb40-e911-80cd-005056af4099>.

Gardiner, Judith Kegan. 2005. 'Why Saddam Is Gay: Masculinity Politics In'. *Quarterly Review of Film and Video* 22 (1): 51–62. <https://doi.org/10.1080/10509200590449958>.

Holliday, Christopher. 2018. *The Computer-Animated Film: Industry, Style and Genre*. Edinburgh: Edinburgh University Press.

<https://ebookcentral.proquest.com/lib/gla/detail.action?docID=5400037>.

Hu, Tze-yue G. 2010. *Frames of Anime: Culture and Image-Building*. Hong Kong: Hong Kong University Press.

<https://ezproxy.lib.gla.ac.uk/login?url=https://dx.doi.org/10.5790/hongkong/9789622090972.001.0001>.

Klein, Norman M. 1993. *Seven Minutes: The Life and Death of the American Animated Cartoon*. London: Verso.

<https://contentstore.cla.co.uk//secure/link?id=e274b26b-cb40-e911-80cd-005056af4099>.

Lustyik, Katalin, and Philippa Smith. 2010. 'From The Simpsons to "The Simpsons of the South Pacific": New Zealand's First Primetime Animation, Bro'Town'. *Television & New Media* 11 (5): 331–49. <https://doi.org/10.1177/1527476409351288>.

Manovich, Lev. 2002. *The Language of New Media*. 1st MIT Press pbk. ed. Cambridge, Mass: MIT Press.

<http://ezproxy.lib.gla.ac.uk/login?url=http://hdl.handle.net/2027/heb.31966>.

Stabile, Carol A., and Mark Harrison. 2003. *Prime Time Animation: Television Animation and American Culture*. London: Routledge.

<https://ezproxy.lib.gla.ac.uk/login?url=https://www.taylorfrancis.com/books/9781315015545>.

Susan J. Napier. 2001. 'Confronting Master Narratives: History as Vision in Miyazaki Hayao's Cinema of De-Assurance'. *Positions: East Asia Cultures Critique*[Journal Detail], no. 2: 467–93.

<https://ezproxy.lib.gla.ac.uk/login?url=https://search.ebscohost.com/login.aspx?direct=true&db=m1f&AN=2002421728&site=ehost-live>.

- Ward, Annalee R. 2002. *Mouse Morality: The Rhetoric of Disney Animated Film*. 1st ed. Austin, TX: University of Texas Press.  
<https://contentstore.cla.co.uk//secure/link?id=e174b26b-cb40-e911-80cd-005056af4099>.
- Wells, Paul. 2009. *The Animated Bestiary: Animals, Cartoons, and Culture*. New Brunswick, New Jersey: Rutgers University Press.  
<https://ebookcentral.proquest.com/lib/gla/detail.action?docID=413877>.
- Wilson, Ewan. 2018. "'Diagrams of Motion': Stop-Motion Animation as a Form of Kinetic Sculpture in the Short Films of Jan Švankmajer and the Brothers Quay'. *Animation* 13 (2): 148–61. <https://doi.org/10.1177/1746847718782890>.