

編號	書名	出版年	作者	出版社	登錄號	索書號
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2	500 more digital photography hints, tips, and techniques :the easy, all-in-one guide to those inside secrets for better digital /	2006	Andrews, Phillip.	RotoVision,	0057227	/TR267/A52//
3	Design first for 3D artists /	2005	Kater, Geoffrey.	Wordware Pub.,	0057229	/NC1765/K38//
4	Digital media :transformations in human communication /	2006	Messaris, Paul./Humphreys, Lee.	Peter Lang,	0057230	/QA76.575/D5383/
5	Pictures and words :new comic art and narrative illustration /	2005	Bell, Roanne./Sinclair, Mark.	Laurence King,	0057363	/PN6710/B45//
6	Shag :the art of Josh Agle /	2005	Shag./Berry, Colin.	Chronicle Books,	0057364	/ND237.S46/A4//
7	The art of game worlds /	2004	Morris, Dave./Hartas, Leo.	Ilex,	0057365	/T385/M66//
8	Digital fantasy painting workshop /	2004	McKenna, Martin.	Ilex,	0057366	/N7433.8/M35//
9	100 great home movie techniques /	2006	Kenworthy, Chris.	ILEX,	0057367	/TR896/K46//
10	Digital manga workshop /	2005	Hodges, Jared./Cibos, Lindsay.	ILEX,	0057368	/NC1764.5.J3/H62
11	Creating 3D worlds /	2005	Danaher, Simon.	ILEX,	0057369	/QE36/D36//
12	Machinima /	2005	Kelland, Matt./Morris, Dave./Hartas, Leo.	Ilex,	0057370	/TR897.7/K455//
13	Webcomics /	2005	Withrow, Steven./Barber, John.	ILEX,	0057371	/NC1764/W58//
14	Draw the Looney Tunes :the Warner Bros. character design manual.	2005	Warner Bros.	Chronicle Books,	0057372	/NC1764/D7//
15	Andrea Zittel :critical space /	2005	Morsiani, Paola./Zittel, Andrea./Smith, Trevor./Butler, Cornelia H.	Prestel,	0057373	/NK1412.Z57/A4//
16	Phone book :a handy guide to the world's favourite invention /	2005	Thompson, Henrietta.	Thames & Hudson,	0057374	/HD9697.T453/T56
17	Industrial design A-Z /	2003	Fiell, Charlotte./Fiell, Peter.	Taschen,	0057375	/TS171/F55//
18	Japanese comickers 2 :draw anime and manga like Japan's hottest artists /	2005	Comickers Magazine.	Bijutsu shuppan-sha ;	0057376	/N7359.023/J36//
19	Drawing :mastering the language of visual expression /	2005	Micklewright, Keith,	Laurence King,	0057377	/NC730/M46//
20	Japanese comickers :draw anime and manga like Japan's hottest artists /	2003	DesignEXchange.	DesignEXchange ;	0057378	/NC1766.J3/D47//
21	The Star Wars poster book /	2005	Sansweet, Stephen J./Vilmur, Peter.	Chronicle Books,	0057379	/PN1995.9.S695/S
22	The alchemy of MirrorMask /	2005	McKean, Dave./Gaiman, Neil./Henson, Lisa,	Collins Design,	0057380	/PN1997.2.M55/M2
23	Star wars chronicles :the prequels /	2005	Sansweet, Stephen J./Hidalgo, Pablo.	Chronicle Books,	0057381	/PN1995.9.S695/S
24	RFID toys :cool projects for home, office and entertainment /	2006	Graafstra, Amal.	Wiley Technology Pub.,	0057388	/TK9965/G635//
25	The Fold :Leibniz and the baroque /	1993	Deleuze, Gilles.	University of Minnesota Press,	0057432	/B2598/D4513//
26	Points + lines :diagrams and projects for the city /	1999	Allen, Stan.	Princeton Architectural Press,	0057433	/NA737.A44/A4//
27	Emergence :morphogenetic design strategies /	2004	Weinstock, Michael./Hensel, Michael./Menges, Achim,	Wiley-Academy,	0057434	/NA2750/E446//
28	Contemporary techniques in architecture /	2002	Rahim, Ali.	Wiley-Academy,	0057435	/NA2750/C6595//
29	Architecture + animation /	2001	Fear, Bob.	Wiley-Academy,	0057436	/NA1/A665//
30	Twist & build :creating non-orthogonal architecture /	2001	Vollers, Karel.	010 Publishers,	0057437	/NA2750/V64//
31	10 X 10 /	2000	Baird, Iona.	Phaidon Press,	0057438	/NA680/A1125//c.
32	Microcontroller projects using the Basic Stamp /	2002	Williams, Al,	CMP Books,	0057457	/TJ223.P76/W554/
33	Complete digital photography /	2005	Long, Ben,	Charles River Media,	0057458	/TR267/L66//
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37	Visual research methods /	2006	Hamilton, Peter,	SAGE ,	0058017	/HM500/V47/v.1/
38	Visual research methods /	2006	Hamilton, Peter,	SAGE ,	0058018	/HM500/V47/v.2/
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41	International directory of arts & museums of the world.[electronic resource] /	2001	K.G. Saur Verlag.	K.G. Saur ,	0058021	EB/AM1/S28//
42	The new historical dictionary of the American film industry /	1998	Slide, Anthony./Slide, Anthony.	Fitzroy Dearborn Publishers ,	0058022	/PN1993.5.U6/S53
43	Encyclopedia of human computer interaction /	2006	Ghaoui, Claude.	Idea Group Reference,	0058114	/QA76.9.H85/E52/
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45	Digital night and low-light photography /	2006	Gartside, Tim.	ILEX,	0058197	/TR610/G37//
46	Photoshop fine art cookbook for digital photographers :techniques for recreating the classic styles of great artists and photographers /	2006	Beardsworth, John.	Ilex,	0058198	/T385/B427//
47	The digital canvas :exploring the creative potential of the computer /	2006	Raimes, Jonathan.	Ilex,	0058199	/TT778.C3/R34//
48	Manga clip art :everything you need to create your own professional-looking manga artwork /	2006	Scott-Baron, Hayden.	ILEX,	0058200	/NC1764/S36//
49	The digital SLR handbook /	2005	Freeman, Michael.	Ilex,	0058201	/TR267/F73//
50	Erotique digitale :the art of erotique digital photography /	2005	Macdonald, Roderick./Cook, Minnie.	Ilex,	0058202	/T385/M322//
51	Getting colour right :the complete guide to colour correction /	2004	Walker, Michael./Barstow, Neil.	Ilex,	0058203	/T385/W34//
52	Creative digital crafts /	2005	Bradley, Helen.	Ilex,	0058204	/TR267/B72//
53	The complete guide to digital audio :a comprehensive introduction to digital sound and music-making /	2004	Middleton, Chris./Zuk, Allen.	Ilex,	0058205	/TK7881.4/M544//
54	Web design :start here! : all that you need to create your own fantastic websites /	2003	Nettleton, Nick.	Ilex,	0058206	/TK5105.888/N47/
55	Color desktop printer technology /	2006	Ohta, Noboru./Rosen, Mitchell.	CRC Press/Taylor & Francis Group,	0058207	/TK7887.7/E635//
56	Digital color imaging handbook /	2003	Sharma, Gaurav.	CRC Press,	0058208	/TA1637/D49//
57	Berlin street art /	2005	Zimmermann, Sven.	Prestel,	0058209	/GT3913.49.B47Z.
58	Encountering Eva Hesse /	2006	Hesse, Eva./Pollock, Griselda./Corby, Vanessa.	Prestel,	0058210	/N6537.H4/E53//
59	Arts education partnerships :lessons learned from one school district's experience /	2004	Rowe, Melissa K./Rand Education (Institute)	Rand Corp.,	0058211	/LB1591.5.U6/A76
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61	The performing arts in contemporary China /	1981	Mackerras, Colin.	Routledge & Kegan Paul,	0058213	/PN2874/M3//
62	Spatially structured evolutionary algorithms :artificial evolution in space and time /	2005	Tomassini, Marco.	Springer,	0058231	/QA76.618/T66//
63	Verification of reactive systems :formal methods and algorithms /	2004	Schneider, Klaus,	Springer-Verlag,	0058232	/QA76.76.V47/S34
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66	Art of the digital age /	2006	Wands, Bruce.	Thames & Hudson,	0058372	/N7433.8/W36//
67	Game art :creation, direction, and careers /	2005	Linde, Riccard,	Charles River Media,	0058414	/QA76.76.C672/L5
68	Exploring storyboarding /	2005	Tumminello, Wendy.	Thomson/Delmar Learning,	0058415	/NC1002.S85/T86/
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71	Rescued by Java /	1999	Jamsa, Kris A.	Jamsa Press,	0058418	/QA76.76/J38/199
72	Competitive intelligence :a framework for web-based analysis and decision making /	2004	Vibert, Conor,	Thomson/South-Western,	0058419	/HD38.7/V53//
73	Recent advances in simulated evolution and learning /	2004	Tan, K. C.	World Scientific,	0058420	/QA76.9.C65/R43/
74	Frontiers of remote sensing information processing /	2003	Chen, C. H.	World Scientific,	0058421	/G70.4/F76//
75	Cellular neural networks, multi-scroll chaos and synchronization /	2005	Yalcin, Mustak E./Suykens, Johan A. K./Vandewalle, J.	World Scientific,	0058422	/QA76.87/Y35//
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77	Exploring typography /	2006	Rabinowitz, Tova.	Thomson Delmar Learning,	0058424	/Z246/R33//
78	Exploring the elements of design /	2004	Evans, Poppy./Thomas, Mark	Thomson/Delmar Learning,	0058425	/NC997/E94//
79	Exploring Dreamweaver MX 2004 /	2004	Mohler, James L./Bowen, Kyle.	Thomson Delmar Learning,	0058426	/TK5105.8885.D74
80	Dreamweaver MX :inside Macromedia /	2003	Belinski, Julia Pryor./Belinski, Charles F./Wilson, Scott J.	Delmar Learning/Thomson Learning,	0058427	/TK5105.8885.D74
81	Game development essentials :an introduction /	2005	Novak, Jeannie,	Thomson/Delmar Learning,	0058428	/QA76.76.C672/N6
82	Graphic design solutions /	2006	Landa, Robin.	Thomson Delmar Learning,	0058429	/NC997/L32//
83	Massively multiplayer game development 2 /	2005	Alexander, Thor,	Charles River Media,	0058430	/QA76.46.C672/A4
84	Cross-platform game programming /	2005	Goodwin, Steven,	Charles River Media,	0058431	/QA76.76.C672/G6
85	Game programming gems 5 /	2005	Pallister, Kim,	Charles River Media,	0058432	/QA76.76.C672/G3
86	Game programming GEMS 3 /	2002	Treglia, Dante.	Charles River Media,	0058433	/QA76.76.C672/G3
87	Game programming gems 2 /	2001	DeLoura, Mark A.	Charles River Media,	0058434	/QA76.76.C672/G3
88	Game programming gems /	2000	DeLoura, Mark A.	Charles River Media,	0058435	/QA76.76.C672/G3
89	Secrets of the game business /	2005	Laramce, Franeois Dominic.	Charles River Media,	0058436	/QA76.76.C672/S4
90	Game level design /	2005	Byrne, Edward,	Charles River Media,	0058437	/QA76.76.C762/B9
91	Patterns in game design /	2005	Bjork, Staffan./Holopainen, Jussi.	Charles River Media,	0058438	/QA76.76.C672/B5
92	Real-time cinematography for games /	2005	Hawkins, Brian	Charles River Media,	0058439	/QA76.76.C672/H3
93	Mathematics and physics for programmers /	2005	Kodicek, Danny.	Charles River Media,	0058440	/QA76.9.M35/K59/
94	Mobile device game development /	2004	Crooks, Clayton E.	Charles River Media,	0058441	/QA76.76.C672/C7
95	Programming a multiplayer FPS in DirectX /	2005	Young, Vaughan,	Charles River Media,	0058442	/QA76.76.C672/Y6
96	The game localization handbook /	2004	Chandler, Heather Maxwell.	Charles River Media,	0058443	/QA76.76.C672/C4
97	AI game engine programming /	2004	Schwab, Brian.	Charles River Media,	0058444	/QA76.76.C672/S3
98	The game asset pipeline /	2004	Carter, Ben,	Charles River Media,	0058445	/QA76.76.C672/C3
99	Awesome 3D game development: no programming required /	2004	Crooks, Clayton E.	Charles River Media,	0058446	/QA76.76.C672/C7
100	Programming believable characters for computer games /	2004	Baillie-de Byl, Penny.	Charles River Media,	0058447	/QA76.76.C672/B3
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104	The animator's motion capture guide :organizing, managing, and editing /	2004	Liverman, Matthew.	Charles River Media,	0058451	/TR897.7/L5//
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112	Principles of digital communication systems and computer networks /	2003	Prasad, K. V. K. K.	Charles River Media,	0058459	/TK5103.7/P74//
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114	Code hacking :a developer's guide to network security /	2004	Conway, Richard./Cordingley, Julian,	Charles River Media,	0058461	/TK5105.59/C5795
115	Learning Java through applications :a graphical approach /	2005	Jarc, Duane J.	Charles River Media,	0058462	/QA76.73.J38/J35
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117	Directing :film techniques and aesthetics /	2003	Rabiger, Michael.	Focal Press,	0058656	/PN1995.9.P7/R26
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120	Sound and recording :an introduction /	2006	Rumsey, Francis./McCormick, Tim.	Focal Press,	0058659	/TK7881.4/R858//
121	Geometry for computer graphics :formulae, examples and proofs /	2005	Vince, John	Springer,	0058660	/T385/V5616//
122	Learning design :a handbook on modelling and delivering networked education and training /	2005	Koper, Rob./Tattersall, Colin.	Springer,	0058661	/TK5105.875.I57/
123	Logic programming with Prolog /	2005	Bramer, M. A.	Springer,	0058662	/QA76.63/B73//
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126	Digital collage and painting :using photoshop and painter to create fine art /	2006	Bloom, Susan Ruddick.	Focal Press,	0058665	/T385/B66//
127	Painter IX creativity :digital artist's handbook /	2005	Sutton, Jeremy.	Focal Press/Elsevier,	0058666	/N7433.8/S86//
128	Teaching photography :tools for the imaging educator /	2006	Rand, Glenn./Zakia, Richard D.	Focal Press,	0058667	/TR161/R36//
129	Digital heritage :applying digital imaging to cultural heritage /	2006	MacDonald, Lindsay.	Focal Press,	0058668	/Z701/D53//
130	Understanding Macromedia Flash 8 Actionscript 2 :basic Techniques for Creatives /	2006	Rapo, Andrew./Michael, Alex.	Focal Press,	0058669	/TR897.7/R37//
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137	Face processing :advanced modeling and methods /	2006	Zhao, Wenyi./Chellappa, Rama.	Elsevier / Academic Press,	0058676	/TA1650/F3347//
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141	Basic critical theory for photographers /	2005	La Grange, Ashley.	Elsevier Focal Press,	0058680	/TR187/L34//
142	Animation :the mechanics of motion /	2005	Webster, Chris.	Elsevier Focal Press,	0058681	/TR897.5/W43//
143	Designing sound for animation /	2005	Beauchamp, Robin.	Elsevier/Focal Press,	0058682	/PN1995.7/B43//
144	Essential CG lighting techniques with 3ds max /	2006	Brooker, Darren./Brooker, Darren.	Focal,	0058683	/TR897.7/B76//
145	Digital video editing with Final Cut Express :the real world guide to set up and workflow /	2003	Roberts, Charles,	Elsevier/Focal,	0058684	/TR899/R54//
146	The new communications technologies :applications, policy, and impact /	2004	Mirabito, Michael M./Morgenstern, Barbara L.	Focal Press,	0058685	/TK5101/M545//
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150	Computer-aided design of user interfaces IV :proceedings of the Fifth International Conference on Computer-Aided Design of User Interfaces : CADUI2004 : sponso	2005	Jacob, Robert J. K./Limbourg, Quentin./Vanderdonck, Jean./Internation	Kluwer,	0058689	/TA174/I4698//
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154	Understanding 3D animation using Maya /	2005	Park, John Edgar,	Springer,	0058693	/TR897.7/P365//
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158	Advanced techniques in knowledge discovery and data mining /	2004	Pal, Nikhil R./Jain, L. C.	Springer-Verlag,	0058697	/QA76.76.E95/A33
159	Handbook of geometric computing :applications in pattern recognition, computer vision, neuralcomputing, and robotics /	2005	Bayro Corrochano, Eduardo.	Springer,	0058698	/QA448.D38/H37//
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161	Security in e-learning /	2005	Weippl, Edgar R.	Springer,	0058700	/HD30.2/W524//
162	Artificial life models in software /	2005	Adamatzky, Andrew./Komosinski, Maciej.	Springer-Verlag,	0058701	/QA76.618/A78//
163	Web content delivery /	2005	Tang, Xueyan./Xu, Jianliang./Chanson, Samuel T.	Springer,	0058702	/TK5105.888/W368
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編號	書名	出版年	作者	出版社	登錄號	索書號
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