

IRSC Advanced Technology Division

Digital Media, Drafting, Civil Engineering, Construction, Architecture, and Graphics Technology Book List

Note: Not all courses listed are offered in this term. Check www.IRSC.edu for the current schedule of classes.

Bachelor of Applied Science for Digital Media

DIG 3253 – Advanced Digital Media Audio

“Pro Tools 101: Official Courseware, Version 8”, ISBN: 9781598638660

*Books 24x7 Skillport ** Free Book to Students**-JM11*

DIG 3355 – Artificial Effects and Environments

“Maya Studio Projects: Game Environments and Props”, Michael McKinley, Sybex; (March 2010) ISBN 978-0470524039 –SW11

DIG 3362 – Artificial 3D Characters

“The Animator's Survival Kit”, Richard Williams, Faber & Faber; Second Edition (Dec. 2009) ISBN 978-0571238347 – SW11

DIG 3703 – Modeling and Simulation Principles

“Learning by Doing: A Comprehensive Guide to Simulations, Computer Games, and Pedagogy, by Clark Aldrich (2005) Wiley, ISBN: 978-0-7879-7735-1 – SW11

DIG 3713 – Gaming Principles - Check with Instructor

DIG 3823 – Creative Digital Media Problem Solving

“Introduction to Graphic Design Methodologies and Processes: Understanding Theory and Application” John Bowers, Wiley (2011), ISBN: 9780470504352 – WH11

DIG 4354 – 3D Modeling in Animation

“Body Language: Advanced 3D Character Rigging” by Eric Allen, (2008) Sybex 978-0-470-17387-9–SW11

“Stop Staring: Facial Modeling and Animation Done Right” by Jason Opisa (2010) 978-0-470-60990-3-SW11

GRA 3102 – Principles of Visual Communications

“Design for Communication: Conceptual Graphic Design Basics, E. Resnick, 978-0-47-41829-0 – WH11

GRA 3209 – Advanced Typography

“Type Rules: The Designer’s Guide to Professional Typography” I. Strizver, 978-0-470-54251-4 – WH11

GRA 3512 – Branding and Corporate Identity

“Brand Identity” Alina Wheeler, Wiley (2009), ISBN: 978-0470401422– WH11

GRA 3735 – Multimedia Production

“Essentials of Interactive Computer Graphics: Concepts and Implementation”

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GRA 3758 – Advanced HTML and CSS for Web Design

“Internet & World Wide Web: How to Program, 4/E”, Paul Deitel, Pearson, ISBN: 9780131752429 – RG11

GRA 4154 – Advanced Illustrative Methods

“The Complete Guide to Digital Illustration” S. Caplin, et. al., 978-0-823-00784-4 – WH11

Architecture and Architectural Technology

BCN 1250 – Architectural Drafting Principles

“Drafting and Design for Architecture, 8th Edition” Hepler, Wallach, etc., Delmar/Cengage, (2006) ISBN: 9781401879952 – GK11

ETD 1842 Intro to 3D Visualization

“Mastering Autodesk 3ds Max Design 2011” Mark Gerhard, Sybex, (2010), ISBN: 978-0470882627-DZ11

ETD 2395 – CAD Architecture

“Mastering AutoCAD Architecture 2011” Paul Aubin, Delmar, ISBN: 978-1-111-13795-3 – GK11

Building/Construction Technology Courses

BCN 1214 – Materials of Construction – Basic Structure

“Olin’s Construction – Principles, Materials and Methods” – GU11

BCN 1215 – Materials of Construction – Finishes & Systems

“Olin’s Construction – Principles, Materials and Methods” – GU11

BCN 1272 – Plans Interpretation – Residential

“Understanding Construction Drawings” by Mark Huth – GU11

BCN 1721 – Construction Accounting and Cost Control

“Builder’s Guide to Accounting” by Thomsett – GU11

BCN 1765 – Codes and Regulations

“2007 Florida Building Code – Building” and “OSHA Code of Federal Regulations” – GU11

BCN 2040 – Zero Energy Building Design and Construction

“Toward a Zero Energy Home” by Johnston and Gibson, 2010 – GU11

BCN 2275 – Plans Interpretation Commercial

“Understanding Construction Drawings” by Mark Huth – GU11

BCN 2440 – Concrete Construction Methods

“Concrete Formwork” by Koel – GU11

BCT 1562 – Plumbing and Electrical Systems

“Basic Wiring” by Creative Homeowner Press and “Plumbing: Basic and Advanced Projects” by Homeowner Press – GU11

BCT 1700 – Construction Office Practices

“Florida Contractors Manual” – GU11

BCT 1703 – Principles of Construction Management

“Construction Project Administration” by Fisk and Reynolds – GU11

BCT 1760 – Building Codes and Specifications

“Florida Building Code – Residential” and National Electrical Code (NEC) – GU11

BCT 2705 – Construction Supervision – No Book

BCT 2770 – Estimating – Foundation to Structure

Walker’s “Building Estimators Reference Book” – GU11

BCT 2772 – Estimating-Finishes & Systems

Walker’s “Building Estimators Reference Book” – GU11

ETD 1842 Intro to 3D Visualization @ Bookstore

“Mastering Autodesk 3DS Max Design 2011” Mark Gerhard, Sybex, (2010), ISBN: 978-0470882627-DZ11

ETM 1111 – Energy in Building Design

“Energy Efficient Building Construction in Florida” by Florida Energy Extension Service – GU11

Drafting and Design Technology

BCN 1250 – Architectural Drafting Principles

“Drafting and Design for Architecture, 8th Edition” Hepler, Wallach, etc., Delmar/Cengage, (2006) ISBN: 9781401879952

EGS 1110 – Engineering Graphics

“Engineering Graphics – 8th Edition” Giesecke, Mitchell, etc., Pearson, ISBN: 978-0-1314-1521-8

ETD 1320 – Intro to AutoCAD

“Workplace Skills for Success with AutoCAD 2011: BASIC” Koser and Zirwas, Pearson, (2010) ISBN: 9780132150804

ETD 1842 – Intro to 3D Visualization

“Mastering Autodesk 3ds Max Design 2011” Mark Gerhard, Sybex, (2010), ISBN: 978-0470882627-DZ11

ETD 2340 – AutoCAD Level 2

“AutoCAD 2011 in 3D: A Modern Perspective” Puerta, Pearson (2011) ISBN:9780135122303-DZ11

ETD 2364 – 3D Modeling (Solidworks)

“Solidworks Bible 2011” Lombard, Wiley (2011) ISBN: 9780470554814 – DZ11

ETD 2365 – CAD Mechanical

“Autodesk Inventor 2011 Essentials Plus” by Banach/Jones/Kalameja, Autodesk Press, ISBN 978-1-111-135270

ETD 2395 – CAD Architecture

“Mastering AutoCAD Architecture 2011” Paul Aubin, Delmar, ISBN:978-1-111-13795-3

ETD 2551 – CAD Civil

“Mastering AutoCAD Civil 3D 2011” Wedding and McEachron, Sybex (2011), ISBN: 978-0470884188

ETD 2554 – CAD Surveying – Same as ETD 2551

ETD 2568C – CAD Landscape – No Book

Engineering Technology and Surveying

EGS 1001 – Intro to Engineering

“Foundations of Engineering, 2nd Edition” Holtzapple and Reece, McGraw-Hill (2003) ISBN: 978-0-07248082-5

EGS 1110 – Engineering Graphics

“Engineering Graphics – 8th Edition” Giesecke, Mitchell, etc., Pearson, ISBN: 978-0-1314-1521-8

ETC 2521 – Hydraulics and Hydrology

“Introduction To Hydraulics & Hydrology, 3rd Edition” John E. Gribbin, ISBN: 9781418032951

ETD 1842 – Intro to 3D Visualization

“Mastering Autodesk 3ds Max Design 2011” Mark Gerhard, Sybex, (2010), ISBN: 978-0470882627-DZ11

GIS 1041 – Integrating GPS and GIS Applications

“Integrating GIS and the Global Positioning System” by Karen Steede-Terry, ESRI Press, 2000, ISBN: 978-1-87910281-1

GIS 1060 – Intro to GIS with ArcView @ Bookstore

“Getting to Know ArcGIS Desktop, Second Edition Updated for ArcGIS 10” by Tim Ormsby, Eileen Napoleon, et. al., ESRI Press, 2010, ISBN: 978-1589482609 (includes 180 Day software license)

Digital Media/Graphics Technology Courses

CGS 1821 – Website Development

“Adobe Fireworks CS5 Classroom in a Book” by Adobe Press ISBN: 978-0321704481-DN11

“Adobe Dreamweaver CS5 Revealed” by Sherry Bishop ISBN: 978-1111130664-DN11

DIG 1000 – Digital Media Principles

“Launching the Imagination-2D Design” by Mary Stewart, McGraw-Hill ISBN: 0073327301

DIG 1115 – Digital Imaging Fundamentals (Photoshop 1)

“Adobe Photoshop CS5 Bible” by Dayley and Dayley, Wiley (2010) ISBN 9780470584743
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DIG 2030 – Digital Video Fundamentals

“Apple Pro Training Series: Final Cut Pro 7” by Diana Weynand, (2009) Peachpit Press ISBN: 9780321635273

DIG 2116 – Photoshop 2

“Adobe Photoshop CS5 One-On-One” by McClelland Deke (2010), ISBN: 978-0596807979

DIG 2203 – Digital Video 2 – Production

“The Focal Easy Guide to Final Cut Pro 7” by Rick Young, (2010) Focal Press
Books 24x7 Skillport ** Free Book to Students-JM11**

DIG 2251 – Audio Production Fundamentals

Apple Pro Training Series: Sound Editing in Final Cut Studio” Jeff Sobel, Peachpit Press (2009)-JM11

DIG 2292 – Digital Video 3 – Post Processing

“The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics, Second Edition” Brinkman, Kaufmann (2008) ISBN: 9780123706386, available Books 24x7
Skillport ** Free Book to Students-JM11**

DIG 2302 – 3D Animation 1

“Introduction to Maya 2011” Derakhshani, Sybex (2011) ISBN: 9780470502167
Books 24x7 Skillport ** Free Book to Students-DZ11**

DIG 2303 – 3D Animation 2 – Same as DIG 2302

DIG 2322 – Modeling for Real-Time Systems

“Maya for Games: Modeling and Texturing” Michael Ingrassia – SW11

“The Game Artist’s Guide to Maya” Michael Mckinley – SW11

DIG 2341 – Introduction to Motion Graphics

“Nuke 101” Ron Ganbar, Peachpit (2010) ISBN: 978-0321-733474 – SW11

DIG 2370 – Advanced 3D Animation – Character and Rigging

DIG 2430 – Digital Story Development for Film and Gaming

“The Art of Game Design” Shell – SW11

“The Tools of Screenwriting” Howard and Mabley – SW11

DIG 2500 – Fundamentals of Interactive Design

“Design for New Media: Interaction Design” by Lon Barfield, published by Addison-Wesley

DIG 2581 – Portfolio Development

“Designing a Digital Portfolio” by Cynthia L. Brown from New Riders

DIG 2780 – Modeling for Real-Time Systems

“Body Language: Advanced 3D Character Rigging” by E. Allen published by Sybex

GRA 1121 – Publication Design (QuarkXpress)

“QuarkXPress 8: Essential Skills for Page Layout and Web Design” by Kelly Kordes Anton and John Cruise, Peachpit Press; 1st edition (2009) ISBN: 9780321616913

GRA 1129 – Visualization Basics

Check with Instructor

GRA 1151 – Illustrator Fundamentals

“Adobe Illustrator CS5 Bible” by Ted Alspach, ISBN 97880470584750

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GRA 1206 – Typography

“Typographic Design – Form and Communication” by Rob Carter, Ben Day, and Philip B. Meggs (2006)

GRA 2124 – Publication Production and Prepress

“Exploring Digital Prepress” by Reid Anderson published by Thompson-Delmar

GRA 2130 – Presentation Technology

“Advanced Presentations by Design” by Andrew Abela, Wiley/Pfeiffer, ISBN 978-0787996598

GRA 2152 – Illustrator 2

“Adobe Illustrator CS5 WOW Book” by Sharon Steuer, Peachpit Press, ISBN: 978-0321712448

GRA 2160 – Adobe Animation 1 – Flash

“Adobe Flash CS5 Revealed” Shuman, Cengage (2010), ISBN: 9781111130404

GRA 2161 – Adobe Animation 2 – After Effects

“After Effects Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist, 2nd Edition” CS4, Chris and Trish Meyer, Focal Press (2009) ISBN: 9780240811369

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GRA 2170 – Introduction to Advertising Design and Graphics

“Advertising by Design: Creating Visual Communications with Graphic Impact”, Landa from Wiley ISBN: 9780470362686

Photography

PGY 1401 – Photography 1 – No Book

PGY 1404 – Advanced Photography – No Book

PGY 1800 – Principles of Digital Photography

“David Busch’s Mastering Digital SLR Photography, Third Edition” David Busch, Cengage (2012)

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PGY 1801 – Intro to Digital Photography – No Book

PGY 2930 Special Topics – Photography – No Book