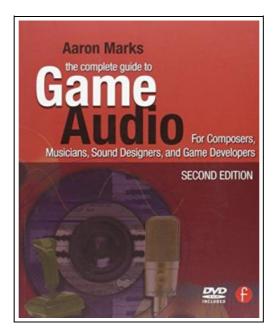
The Complete Guide to Game Audio



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Reviews

Thorough guide for pdf enthusiasts. Better then never, though i am quite late in start reading this one. Its been printed in an remarkably simple way which is only soon after i finished reading through this pdf by which really altered me, change the way i believe. (Dr. Rowena Wiegand)

THE COMPLETE GUIDE TO GAME AUDIO



Taylor & Francis Ltd. Dez 2008, 2008. Taschenbuch. Book Condition: Neu. 231x189x32 mm. Neuware - Turn your musical passion into a profitable career with this exhaustive, indispensable resource for game audio. Develop the business and technical skills you need to succeed in the multibillion dollar games industry. Step-by-step instructions lead you through the entire music and sound effects process-from developing the essential skills and purchasing the right equipment to keeping your clients happy. Create music and sound effects for games. Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems. Technical considerations are explained in detail so that game audio professionals can make sense of complicated systems, learn about the highly involved programming elements, and create high quality audio without a hitch. This new edition includes: Information on hot new next-generation game consoles - Xbox 360, PlayStation 3, Wii, Nintendo DS, and Sony PSP. The companion DVD features audio and cinematic examples and sample business contracts. --Aaron Marks is a highly influential industry leader who remains active in all aspects of game audio. Marks won Best Game Audio Article, Publication or Broadcast - Game Audio Network Guild Awards - 2002; and he is also an award-winning composer and sound designer (2004 Game Tunnel - Best Sound in an Independent Game of the Year Award - I of the Enemy). His knowledge is sought after and can help any game audio specialist grow in his/her field. --Exhaustive, Indispensable resource for Game Audio - so that game audio professionals can do things like learn how to set up a studio, make a demo reel, find the work, bid on contracts, negotiate deals with clients and win the contracts. --Technical considerations explained in detail so that game audio professionals can make sense of complicated systems,...

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