



The Complete Guide to Game Audio

By Aaron Marks

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...



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