The Complete Guide to Game Audio, Second Edition
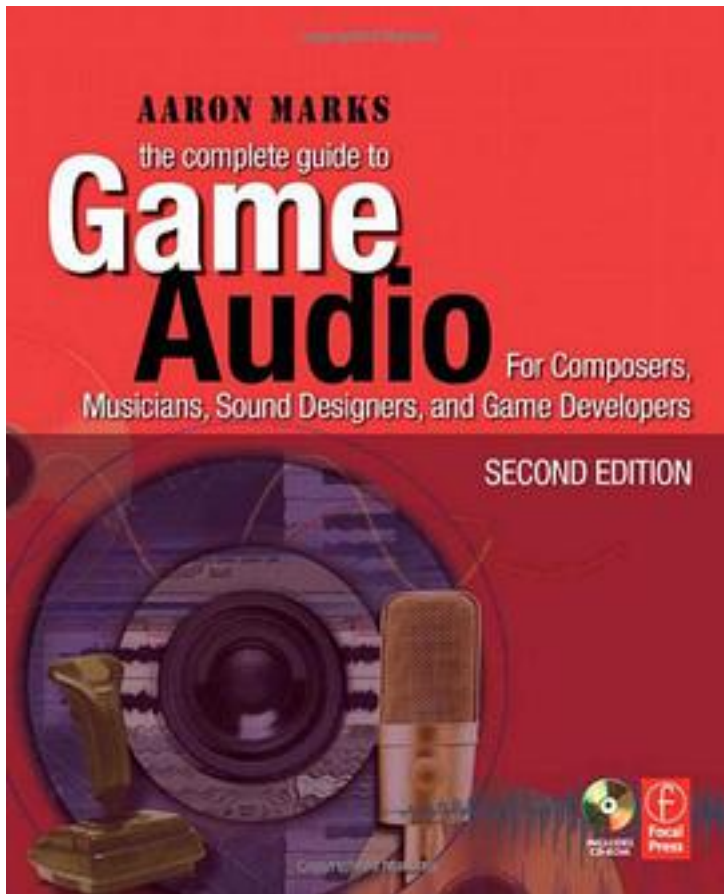
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出版者:

出版时间:2008-11

装帧:

isbn:9780240810744

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, learn about the highly involved programming elements, and create high quality audio without a hitch.

--DVD includes audio samples, demos, interviews, and Dolby's latest Sound Development Kit so that game composers and sound designers can benefit quickly and easily by porting to their own work.

作者介绍:

目录:

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标签

音乐

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评论

Game Audio Bible.

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书评

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