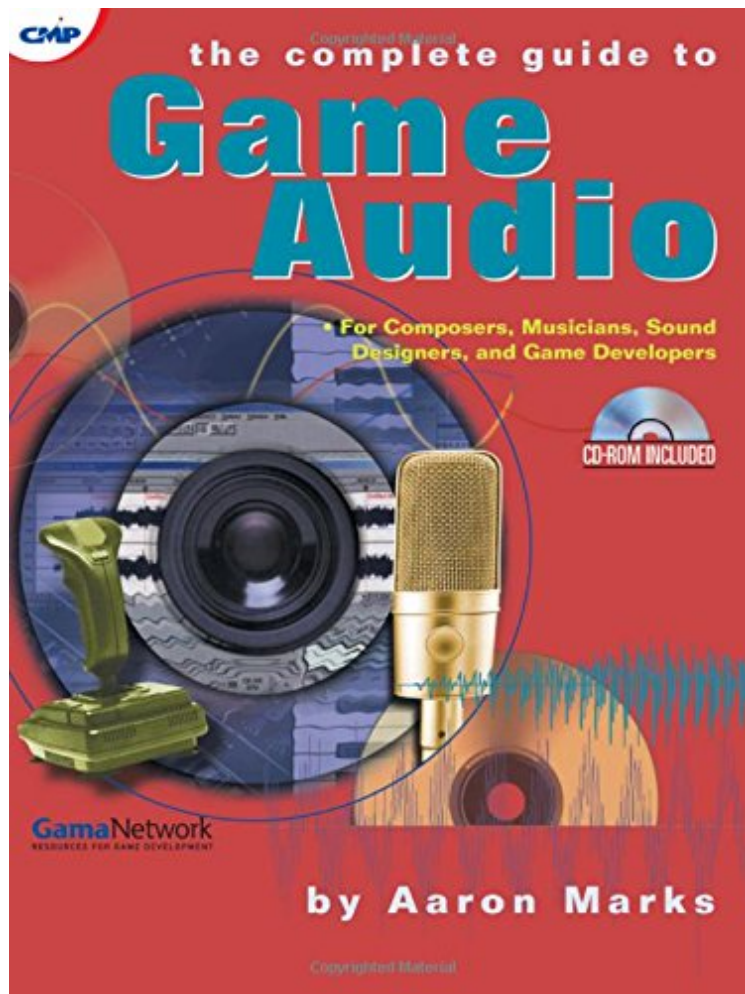


(Free read ebook) The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, and Game Developers

The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, and Game Developers

Aaron Marks

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Aaron Marks : The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, and Game Developers before purchasing it in order to gage whether or not it would be worth my time, and all praised The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, and Game Developers:

38 of 44 people found the following review helpful. Caught off Guard AgainBy TonySI bought this book on recommendation of a friend in the video game industry. Be away of what this book is and what it isn't. This is not a book on how to write audio for video games. This is an introductory book to audio and its role in the video game industry, and how to get into the industry. This book contains no technical information, as one might hope, about

computer audio technologies such as Direct music or any others. If you already know how digital audio, MIDI, and mixers work then most of this book will bore you to tears. I have no doubt that, if you are looking for the information which is in this book it is good. The presentation is longwinded and very centered around the author rather than the topic itself it seems. At times, the book seems to lose all relevance to the audio industry. The interview with established video game artists are interesting, however I didn't find in them anything that I hadn't learned by playing around for a hours with recording techniques. In conclusion, there are better books on the market in all regards except for the video game audio industry notes. For that I have found no better source, however it is wrapped in information which I already know, and that I found nearly impossible to sit through.0 of 1 people found the following review helpful. Definitely a must-read for computer game musiciansBy James BoerMarks provides a facinating peek inside the world of audio content development in the computer game industry. With a casual and friendly style, he covers a broad range of topics in his book, from basic equipment setup to negotiating contracts for freelance work (and much more, of course). Having recently become a freelancer myself, I found his advice both helpful and inspiring.All in all, this book bolsters Marks' credentials as a professional musician and businessman, and comes highly recommended to anyone interested in getting some excellent and no doubt hard-earned advice.0 of 0 people found the following review helpful. Five StarsBy djemel cherguiFast shipping Great service.Would recommend all the way.Thank you

This comprehensive guide gives readers with basic music compositional skills the information they need to become commercially viable artisans. In addition to providing a foundation of prerequisite technical skills, including basic audio considerations and sound file formats, the book teaches the business skills needed to work successfully as an audio technician in the game development business. How-to features take the reader step-by-step, from purchasing the right equipment, understanding the various game platforms, and composing music and creating sound effects specifically for games, to the ins and outs of marketing, producing demo reels, determining fees, bidding projects, and negotiating contracts.

"Aaron Marks' experience and insight into the inner workings of the game audio world make this book an invaluable resource." -- Greg O'Conner Read, founder and editor, Music4Games"Aaron is truly a game audio expert and a great teacher." -- Jack Buser, computer and game initiative engineer, Dolby Laboratories"An exhaustive and indispensable resource for game audio from initial concept to cashing the royalty checks." -- Jennifer Olsen, senior editor, Game Developer magazine"I'm in awe at the amount and caliber of the content! Bravo!" -- - Dave Miner, Canada"Somebody gag this guy! He's giving away all our secrets!" -- Chance Thomas, game composer and president, HUGEsound"You've written a great book that has completely shown me the light. -- - Jonathan BrickleyI actually had tears in my eyes a couple of times, I think this book is what I needed." -- - Adam DiTroiaAbout the AuthorMusic had always been a part of Aaron Marks' life. But it wasn't until 1995, when his overgrown hobby became On Your Mark Music Productions, that he began selling it to the world. He started with the local radio and television scene, composing jingles and scoring public service announcements. With his sights set firmly on Hollywood, he bumped into the games industry. Ever since that fated redirect, he has been cranking out music and sound effects for games. His credits include a PlayStation 2 game, five CD-ROM game projects, 56 on-line casino games, a dozen touch-screen arcade games, and numerous multimedia projects. As an occasional diversion, Aaron sidelines as a writer for Game Developer magazine, Gamasutra.com, and Music4Games.net.