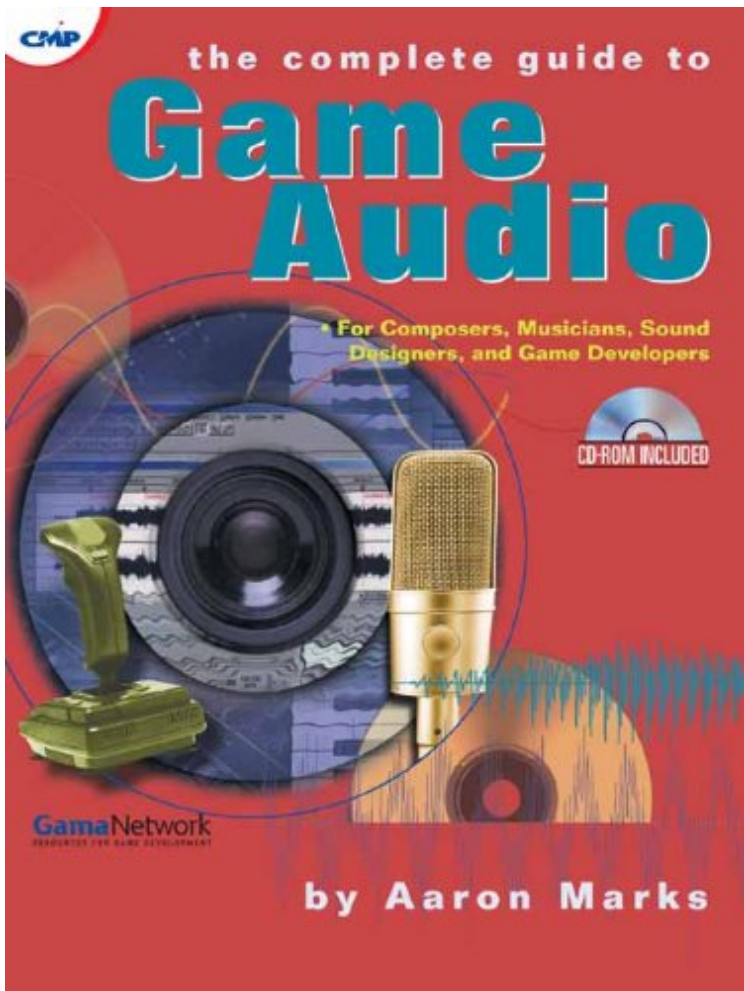


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# The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, and Game Developers



Par Aaron Marks  
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Par 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:

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## Description :

Prsentation de l'diteurThis 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.Prsentation de l'diteurThis comprehensive guide gives readers with basic music compositional

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**Biographie de l'auteur** Aaron Marks has been active in the games industry as a game composer, sound designer, field recordist, voice over artist, audio director, author and consultant with credits on over 275 game titles. He has worked on most game platforms and systems for most major developers and publishers in the past 20 years. As the President and owner of On Your Mark Music Productions, Marks has also created music and sound design for film, television, radio, sound effects libraries and numerous multimedia projects as well as an independent musician and recording engineer. In addition to Aaron Marks Complete Guide to Game Audio, he is the lead author of the book Game Audio Development and has written for Game Developer Magazine, Gamasutra.com, designingsound.org, Music4Games.net, and the Society of Composers and Lyricists. For many years, he has authored and taught accredited college courses on game audio, interactive media, production sound, and field recording at The Art Institute of California San Diego, was the chair and member of the Audio Engineering Society (AES) Technical Committee for Games, was a founding member, advisory board member and education committee vice chair for the Game Audio Network Guild (GANG) and has been a presenter and speaker at various industry seminars including the Game Developers Conference, Audio Engineering Society Game Audio Workshop, LA Music Productions game audio seminar and the Game Audio Network Guild workshops and panels, guest lecturer for the University of Michigan and Edinburgh Napier University game audio courses, among others and interviewed by Rode Microphones for the Rode Rage series.