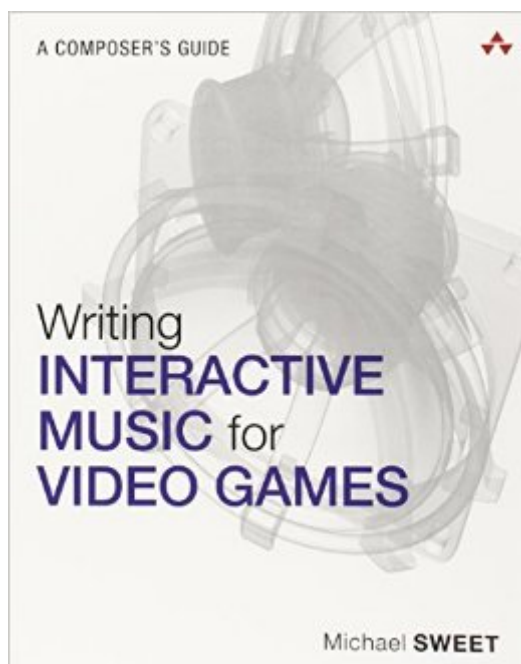


The book was found

Writing Interactive Music For Video Games: A Composer's Guide (Game Design)



Synopsis

• This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition. • Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios

All You Need to Know to Create Great Video Game Music

Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee.

Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation.

Inside, you'll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing.

Coverage includes

- Overcoming the unique challenges of writing for games
- Composing music that can adapt in real time to player actions
- Developing thematic ideas
- Using audio middleware to create advanced interactive scores
- Working effectively with game development teams
- Understanding the life of a video game composer
- Managing contracts, rights, estimating, and negotiation
- Finding work

The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

Book Information

Series: Game Design

Paperback: 512 pages

Publisher: Addison-Wesley Professional; 1 edition (October 2, 2014)

Language: English

ISBN-10: 0321961587

ISBN-13: 978-0321961587

Product Dimensions: 7 x 1.1 x 8.9 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars • See all reviews (9 customer reviews)

Best Sellers Rank: #440,733 in Books (See Top 100 in Books) #19 in Books > Computers &

Technology > Digital Audio, Video & Photography > Speech & Audio Processing #63 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Design #80 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Digital Audio Production

Customer Reviews

This was a really great book that I return to often as a reference. It goes beyond most books on the subject in that it offers practical advice for contract negotiations, freelancing, networking, and many other aspects of the industry that newcomers may not know about. I also very much enjoyed the primer to sound synthesis. It was concise, well written, and dead on.

One of the best textbooks I've ever used. This has literally been the one and only textbook i've actually read through completely throughout all of my academic career (which is close to 10 years..but that is another story). Sweet's writing is very clear, organized, and easy to follow. He provides amazing examples and industry standards that were completely new for me. The book goes over very useful composing tips and techniques specific for video game music and I found the tips pertaining to the business and contract sides are amazing. If you are at all interested in composing for video games, BUY THIS BOOK NOW!

Absolutely incredible book, a must have for every musician trying to learn more about writing and understanding the business side of creating music for video games.

Phenomenal. The Best. Beyond Thorough. Textbook Classic and useful for Classes / Courses and Personal Study.

Author is very informed on the topic and provides a great basis and practical skills for the budding composer for media.

[Download to continue reading...](#)

Writing Interactive Music for Video Games: A Composer's Guide (Game Design) Property, A Contemporary Approach, 2d (Interactive Casebook) (Interactive Casebooks) (Interactive Casebook Series) Video Games Memes: Funny Video Games Memes, Jokes and Funny Pictures! (Lol Memes for Gamers) Nintendo, COD, Clash of Clans, Super Mario Memes plus more! Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Warriors Word Scramble: Word Scramble Games - Word Search, Word

Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Writing : Novel Writing Mastery, Proven And Simple Techniques To Outline-, Structure- And Write A Successful Novel ! - novel writing, writing fiction, writing skills - The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design (MIT Press) The Ultimate Guide to Video Game Writing and Design Tabletop Game Design for Video Game Designers Youdunit Whodunit!: How To Write Mystery, Thriller and Suspense Books (Writing Skills, Writing Fiction, Writing Instruction, Writing a Book) The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design) Multiplayer Game Programming: Architecting Networked Games (Game Design) Become the Woman of Your Dreams! (Interactive Gender Transformation Feminization Erotica) (Aurora Sparks Interactive Erotica Book 1) Games, Design and Play: A detailed approach to iterative game design Pervasive Games: Theory and Design (Morgan Kaufmann Game Design Books) Mixing, Recording, and Producing Techniques of the Pros: Insights on Recording Audio for Music, Video, Film, and Games Richard Strauss: New Perspectives on the Composer and His Work (Sources of Music & Their Interpretation S) Interdisciplinary Interaction Design: A Visual Guide to Basic Theories, Models and Ideas for Thinking and Designing for Interactive Web Design and Digital Device Experiences Kobold Guide to Board Game Design (Kobold Guides to Game Design Book 4)

[Dmca](#)