



Creating Music and Sound for Games

G. W. Childs

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Get ready to step into the mysterious world of the video game sound designer and composer. *Creating Music and Sound for Games* examines the responsibilities associated with each of these roles and offers tips and insight for breaking into the business. With focused sections for each of these important roles, this book offers an insider's look into how the sound designer and compositor fit into the game production team and how these roles interact with one another. You'll cover the essential tools of the trade and will examine sound design and compositional tips that can save you time and make you more efficient.

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