

Synopsis

The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations.

Book Information

Paperback: 254 pages

Publisher: Focal Press; 1 edition (March 17, 2014)

Language: English

ISBN-10: 041570670X

ISBN-13: 978-0415706704

Product Dimensions: 7.4 x 0.6 x 9.4 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (9 customer reviews)

Best Sellers Rank: #491,255 in Books (See Top 100 in Books) #90 in [Books > Computers & Technology > Digital Audio, Video & Photography > Digital Audio Production](#) #369 in [Books > Computers & Technology > Games & Strategy Guides > Game Programming](#) #561 in [Books > Textbooks > Computer Science > Graphics & Visualization](#)

Customer Reviews

The first time a game's sound ever really blew me away was Super Mario Land on the Game Boy, way back in the late 80s. Although it wasn't the most sophisticated of productions, the music was some of the best music Nintendo ever put out in a game of the era, second only to the legendary Tetris cover of "Korobeiniki", in part because unlike the NES, which only had the one mono channel going to TVs with only one speaker, the Game Boy had a stereo headphone jack, and Gunpei Yokoi's sound team took as full advantage as was possible with 8-bit beeps and buzzes and two channels. The better part of thirty years later, audio production for even amateurs has become both cheap and very sophisticated indeed; witness the remarkable talents for abuse of binaural microphones that characterize popular ASMRtists on YouTube and the ubiquity of the well-regarded FOSS audio editor Audacity. The proportion of phone and tablet games that instruct you to use

headphones for best effect is large and increasing, and there's even a small genre (originally created for the blind) of audio-only games based entirely on 3D sound. This book (and its accompanying app) is the best guide going for learning how to handle these things. The book focuses particularly on the Unity game engine; it's a relatively new but widely used engine that's free for basic desktop development. Although it probably helps to be familiar with traditional studio production, you don't really need to be to get the most out of it, especially since it focuses heavily on user experience, something only a very few music producers specializing in surround sound need to give a lot of thought to.

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

The Essential Guide to Game Audio: The Theory and Practice of Sound for Games Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design (MIT Press) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Sound Innovations for String Orchestra -- Sound Development: Viola (Sound Innovations Series for Strings) 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) Structure-Borne Sound: Structural Vibrations and Sound Radiation at Audio Frequencies The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Essential Oils: Ultimate Essential Oils Guide and 89 Powerful Essential Oil Recipes! (2nd Edition) - How to Use Essential Oils for Aromatherapy and Healthy ... Loss, Essential Oil Recipes, Aromatherapy) ESSENTIAL OILS: Aromatherapy, Essential Oils For Beginners, And Essential Oil Recipes To Improve Your Health (Medicinal Herbs) (Essential oil recipes, ... Aromatherapy and essential oils Book 1) Essential Oils: 50 Essential Oil Dog & Cat Recipes From My Essential Oil Private Collection: Proven Essential Oil Recipes That Work! (Essential Oil Pet Private Collection Book 1) Designing Audio Effect Plug-Ins in C++: With Digital Audio Signal Processing Theory The Fat Man on Game Audio: Tasty Morsels of Sonic Goodness (New Riders Games) Report Of A Survey Of The Oyster Regions Of St. Vincent Sound, Apalachicola Bay, And St. George Sound, Florida Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema Production Sound Mixing: The Art and Craft of Sound Recording for the Moving Image (The CineTech Guides to the Film Crafts) Sound Sleep, Sound Mind: 7 Keys to Sleeping through the Night Sound Innovations for String Orchestra, Bk 2: A Revolutionary Method for Early-Intermediate Musicians (Viola), Book, CD & DVD (Sound Innovations Series for Strings) Sound Innovations for String Orchestra, Bk 2: A Revolutionary Method for Early-Intermediate

Musicians (Bass), Book, CD & DVD (Sound Innovations Series for Strings) Sound Reporting: The NPR Guide to Audio Journalism and Production Rockin' Your Stage Sound: A Musician's Guide to Professional Live Audio (Music Pro Guides)

[Dmca](#)