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Design and implement video game sound from beginning to end with this hands-on course in game helps the ... audio. Music and sound effects speak to players on a deep level, and this book will show you how to design and implement powerful, interactive sound that measurably improves gameplay. If you are a sound designer or composer and want to do more than just create audio elements and hand them over to someone else for insertion into the game, this book is for you.

Buy The Game Audio Tutorial: A Practical Guide to Sound and Music for Interactive Games by Stevens, Richard, Raybould, Dave (2011) Paperback by (ISBN:) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

There is only so much memory within a games console, PC or mobile device so limited audio budgets mean being selective and innovative in the way sound is implemented. Thinking about implementation helps shape the way in which I approach sound design, whether it be randomised oneshot sounds or a series of looping layers, and deciding how it will play back during gameplay really

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This course is designed for the musician who wants to compose music, unique sound, and creature voices for video games. Focusing on both the creative process of designing unique audio and the practical challenges of putting that content into a game, Game Audio Production with Wwise prepares students for all major aspects of game audio production and implementation.

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