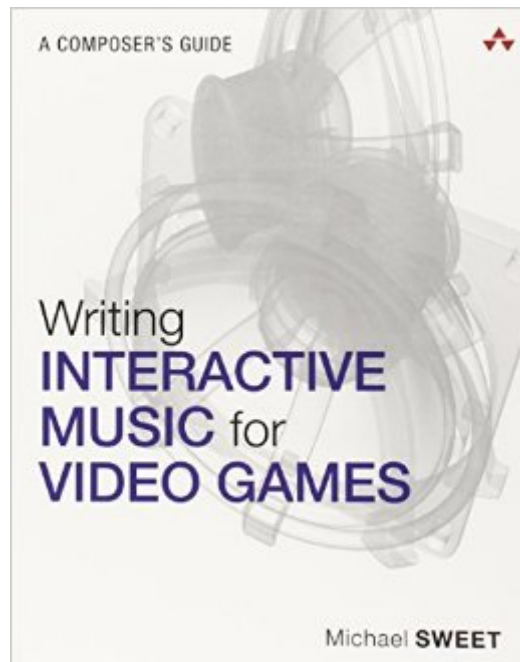


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# Writing Interactive Music For Video Games: A Composer's Guide (Game Design)



## 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

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## 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.

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