The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, Game Developers (Gama Network Series)

Aaron Marks

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Turn your musical passion into a profitable career with this essential guide to the business and technical skills you need to succeed in the multi-billion dollar games industry. Step-by-step instructions lead you through the entire music and sound effects process - from developing the essential skills and purchasing the right equipment to keeping your clients happy.

Learn everything you need to:
Find the jobs. Identify your niche, implement a business and marketing plan that includes a great demo reel, and plug into the established network to find clients.

Make the deals. Make the bidding and contract process work for you by knowing the standard industry terminology, understanding how to set fees, and employing non-confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders, reworks, payment options, and other essentials.

Create music and sound effects for games. Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems.

The companion DVD features audio and cinematic examples, demos of useful sound editing and sequencing programs, and sample business contracts.

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