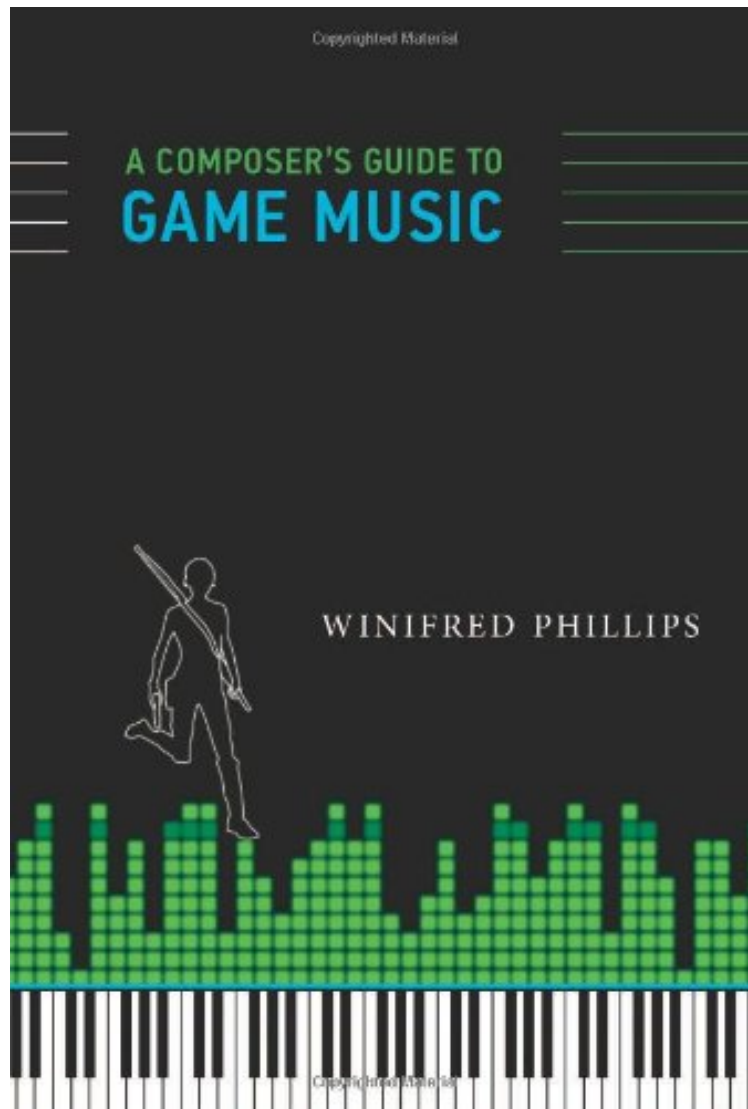


[Ebook pdf] A Composer's Guide to Game Music (MIT Press)

A Composer's Guide to Game Music (MIT Press)

Winifred Phillips

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Winifred Phillips : A Composer's Guide to Game Music (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised A Composer's Guide to Game Music (MIT Press):

0 of 0 people found the following review helpful. Not just for game composersBy Tom DavisI have been a composer and educator for nearly 40 years and am constantly looking for new perspectives on creativity. After signing up for an on-line course in video game music I picked up Winifred's book to set the stage before the course began. I have to say that the her book is extremely well-organized, unveiling new vocabulary and concepts in logical order while citing ample research for further study.In addition to the new vocabulary gained by visiting the authors world, there are are

great many examples of how techniques have been applied in prominent games, many from the author's own portfolio. Even if you are not interested in writing for video games Winifred's discussion (again supported by research) of the effect that music has on the listener's emotional state of mind is extremely valuable to any composer. I have read many books on composition, theory and composers. I must say that I learned more about my craft than many! 1 of 1 people found the following review helpful. A Wonderful Book for the Aspiring Composer By Daniel G. When I heard this book released (2 weeks ago) I did not know what to expect. However, after finishing my second read through, I am incredibly pleased with the purchase. As a graduate student of music composition, I spend a lot of time writing, but my school is not particularly well funded in the areas of electronic music and has no experience with the gaming industry. Winifred Phillips did a wonderful job in providing a clear manual that can focus my gaming oriented aspirations and provide a path forward, which is a quality of the best of teachers. The book describes many things including vertical layering, the essential nature of the composer, the nature of the gaming industry, and applications of many traditional musical concepts. It does not stop there, but delves into the world of interactive audio and even into the field of getting a job (the aspect oft forgotten). I know I will be buying a second copy to donate to the music library, and I hope anyone else who stops by this page gives the book a chance. I don't believe you will regret the decision. 0 of 0 people found the following review helpful. A must-read for anyone wishing to compose music for games By Stellita Loukas A wonderful book by a composer who definitely knows what she is talking about and a must-read for anyone wishing to get involved in composing music for games. Winifred Phillips is one of the most in-demand composers in her field and for a very good reason. She is not only a talented and versatile composer but also a great communicator. Her writing style is great and easy to understand, yet packs information for newbies and seasoned professionals alike. "A Composer's Guide to Game Music" is exactly what the title says : a very comprehensive guide into everything and anything that a composer needs to know in order to start building a successful career in game music. It not only contains priceless advice on the business-aspect of a game composer's career but is also full of neatly-explained techniques on how to tackle the actual task of composing the music. As a reader and composer I have also greatly appreciated the fact that author takes matter a step further : She has created a series of videos and blog-posts to supplement her book which are freely available from her wordpress website and youtube channel : <http://youtu.be/X7wXRY3ocL4A> great read!

Winner of the Global Music Award Gold Medal for an exceptional book in the field of music Winner of the National Indie Excellence Book Award Winner of the Nonfiction Book Award (Gold Winner) Winner of the Annual Game Music Award (Best Publication) Music in video games is often a sophisticated, complex composition that serves to engage the player, set the pace of play, and aid interactivity. Composers of video game music must master an array of specialized skills not taught in the conservatory, including the creation of linear loops, music chunks for horizontal resequencing, and compositional fragments for use within a generative framework. In *A Composer's Guide to Game Music*, Winifred Phillips -- herself an award-winning composer of video game music -- provides a comprehensive, practical guide that leads an aspiring video game composer from acquiring the necessary creative skills to understanding the function of music in games to finding work in the field. Musicians and composers may be drawn to game music composition because the game industry is a multibillion-dollar, employment-generating economic powerhouse, but, Phillips writes, the most important qualification for a musician who wants to become a game music composer is a love of video games. Phillips offers detailed coverage of essential topics, including musicianship and composition experience; immersion; musical themes; music and game genres; workflow; working with a development team; linear music; interactive music, both rendered and generative; audio technology, from mixers and preamps to software; and running a business. *A Composer's Guide to Game Music* offers indispensable guidance for musicians and composers who want to deploy their creativity in a dynamic and growing industry, protect their musical identities while working in a highly technical field, and create great music within the constraints of a new medium.

Phillips provides an excellent introductory look at a complex and evolving artistic field. This is not a music and computer science (CS) degree in 270 pages, but a conversation with a friend who quite logically lays out the field... Anyone connected with gaming will enjoy the result.