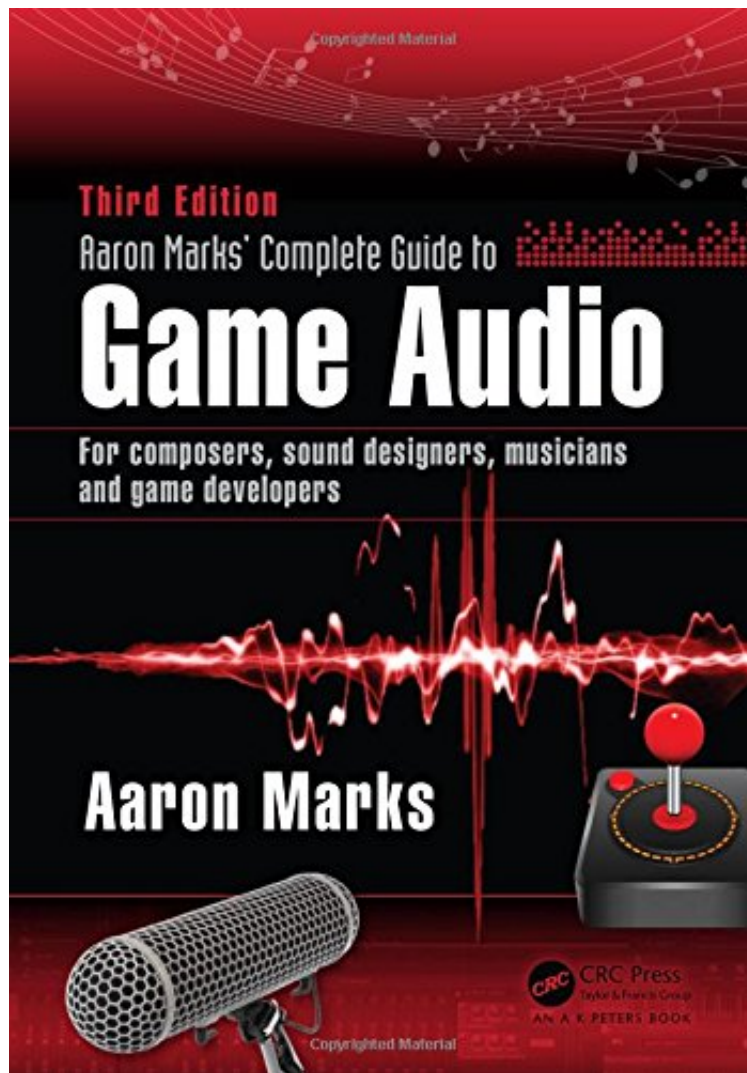


(Ebook pdf) Aaron Marks' Complete Guide to Game Audio: For Composers, Sound Designers, Musicians, and Game Developers

Aaron Marks' Complete Guide to Game Audio: For Composers, Sound Designers, Musicians, and Game Developers

Aaron Marks

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Aaron Marks : Aaron Marks' Complete Guide to Game Audio: For Composers, Sound Designers, Musicians, and Game Developers before purchasing it in order to gage whether or not it would be worth my time, and all praised Aaron Marks' Complete Guide to Game Audio: For Composers, Sound Designers, Musicians, and Game Developers:

38 of 44 people found the following review helpful. Caught off Guard AgainBy TonySI bought this book on recommendation of a friend in the video game industry. Be away of what this book is and what it isn't. This is not a

book on how to write audio for video games. This is an introductory book to audio and its role in the video game industry, and how to get into the industry. This book contains no technical information, as one might hope, about computer audio technologies such as Direct music or any others. If you already know how digital audio, MIDI, and mixers work then most of this book will bore you to tears. I have no doubt that, if you are looking for the information which is in this book it is good. The presentation is longwinded and very centered around the author rather than the topic itself it seems. At times, the book seems to lose all relevance to the audio industry. The interview with established video game artists are interesting, however I didn't find in them anything that I hadn't learned by playing around for a hours with recording techniques. In conclusion, there are better books on the market in all regards except for the video game audio industry notes. For that I have found no better source, however it is wrapped in information which I already know, and that I found nearly impossible to sit through.0 of 1 people found the following review helpful. Definitely a must-read for computer game musiciansBy James BoerMarks provides a facinating peek inside the world of audio content development in the computer game industry. With a casual and friendly style, he covers a broad range of topics in his book, from basic equipment setup to negotiating contracts for freelance work (and much more, of course). Having recently become a freelancer myself, I found his advice both helpful and inspiring.All in all, this book bolsters Marks' credentials as a professional musician and businessman, and comes highly recommended to anyone interested in getting some excellent and no doubt hard-earned advice.0 of 0 people found the following review helpful. Five StarsBy djemel cherguiFast shipping Great service.Would recommend all the way.Thank you

Whether trying to land that first big gig or working to perfect the necessary skills to fill a game world with sound, Aaron Marks Complete Guide to Game Audio 3rd edition will teach the reader everything they need to know about the audio side of the multi-million dollar video game industry. This book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within the growing video game industry. The tools of the trade excerpts will showcase what professionals, like Marty ODonnell, Richard Jacques and Tom Salta, use to create their work and to help newcomers in the field prepare their own sound studios. Sample contracts are reviewed within the text as well as helpful advice about contractual terms and negotiable points. These sample contracts can also be found as a downloadable zip for the readers convenience. Aaron Marks also explores how to set your financial terms and network efficiently along with examples of how projects can go completely awry and achieving the best results in often complicated situations. Aaron Marks Complete Guide to Game Audio serves as the ultimate survival guide to navigating an audio career in the video game industry.

"Aaron Marks' experience and insight into the inner workings of the game audio world make this book an invaluable resource." -- Greg O'Conner Read, founder and editor, Music4Games"Aaron is truly a game audio expert and a great teacher." -- Jack Buser, computer and game initiative engineer, Dolby Laboratories"An exhaustive and indispensable resource for game audio from initial concept to cashing the royalty checks." -- Jennifer Olsen, senior editor, Game Developer magazine"I'm in awe at the amount and caliber of the content! Bravo!" -- - Dave Miner, Canada"Somebody gag this guy! He's giving away all our secrets!" -- Chance Thomas, game composer and president, HUGESound"You've written a great book that has completely shown me the light. -- - Jonathan BrickleyI actually had tears in my eyes a couple of times, I think this book is what I needed." -- - Adam DiTroiaAbout the AuthorAaron Marks has been active in the games industry as a game composer, sound designer, field recordist, voice over artist, audio director, author and consultant with credits on over 275 game titles. He has worked on most game platforms and systems for most major developers and publishers in the past 20 years. As the President and owner of On Your Mark Music Productions, Marks has also created music and sound design for film, television, radio, sound effects libraries and numerous multimedia projects as well as an independent musician and recording engineer. In addition to Aaron Marks Complete Guide to Game Audio, he is the lead author of the book Game Audio Development and has written for Game Developer Magazine, Gamasutra.com, designingsound.org, Music4Games.net, and the Society of Composers and Lyricists. For many years, he has authored and taught accredited college courses on game audio, interactive media, production sound, and field recording at The Art Institute of California San Diego, was the chair and member of the Audio Engineering Society (AES) Technical Committee for Games, was a founding member, advisory board member and education committee vice chair for the Game Audio Network Guild (GANG) and has been a presenter and speaker at various industry seminars including the Game Developers Conference, Audio Engineering Society Game Audio Workshop, LA Music Productions game audio seminar and the Game Audio Network Guild workshops and panels, guest lecturer for the University of Michigan and Edinburgh Napier University game audio courses, among others and interviewed by Rode Microphones for the Rode Rage series.