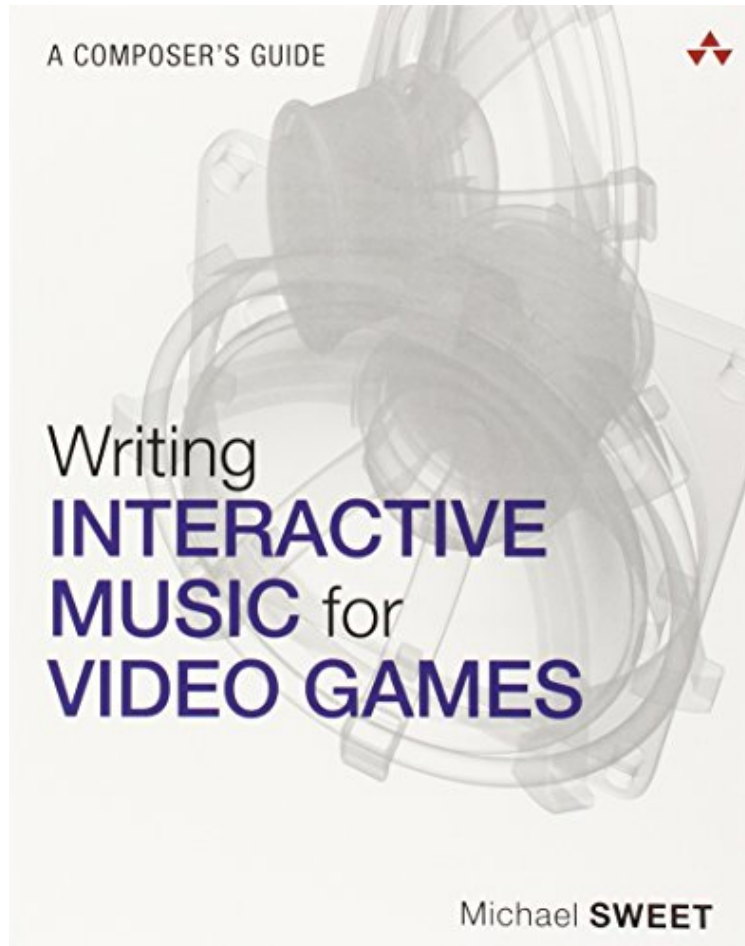


Writing Interactive Music for Video Games: A Composer's Guide (Game Design)

Michael Sweet

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Michael Sweet : Writing Interactive Music for Video Games: A Composer's Guide (Game Design) before purchasing it in order to gage whether or not it would be worth my time, and all praised Writing Interactive Music for Video Games: A Composer's Guide (Game Design):

2 of 2 people found the following review helpful. The one and only textbook i've read from cover to cover!By M. HungOne 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!4 of 4 people found the following review helpful. Goes above

and BeyondBy Shane T WirkesThis 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.1 of 1 people found the following review helpful. Absolutely incredible book, a must have for every musician ...By CustomerAbsolutely 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.

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 MusicWritten by the developer of Berklee School of Musics 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 scoringtools 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, youll 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.

Behind every great game experience is an interactive score that defines the emotional through-line of a game. Writing Interactive Music for Video Games will show you how to create such a score, from basic concepts to sophisticated techniques. It is filled with advice from some of the greatest video game composers working today, and written with the clarity and insight that comes from experience. Tracy Fullerton, Director, USC Game Innovation Lab Michael Sweets book provides a much-needed text that walks a composer through all of the critical considerations when first starting to work in the video game industry. Not simply a how-to but a why-to that dives deep into the aesthetics and best practices of writing an interactive score. Through his years of work in the industry and years of teaching, he is able to bring together a comprehensive discussion on composing interactive scores. Professor Sweet brings together the nuts and bolts, the business, and pertinent historical momentsall while setting composers expectations for working in the industry. There is no better book to be found if you are a composer looking to understand writing for games. Jeanine Cowen, Vice President for Curriculum and Program Innovation, Academic Affairs, Berklee College of Music Michael Sweet demonstrates a formidable depth and breadth of knowledge related to adaptive music. He adroitly covers both the creative and technical components critical to being successful in this field. 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 Clear, complete, concise, and filled with vital information. This is a must-read for any composer serious about scoring for games. If you want to know what makes game music unique, look no further; this book will take you to the next level! Steve Horowitz, Composer The processes and techniques for composing for games has typically been a black art of strange terms and byzantine processes. Writing Interactive Music for Video Games uncovers the issues you have to deal with when composing music for games and presents them in an easy-to-understand way, from the creative and technical issues to making bids and dealing with contracts. An excellent resource for both the professional and aspiring composer, this book should be on the shelf of anyone interested in writing music for games. Brian Schmidt, Executive Director, GameSoundCon, and President, Game Audio Network Guild Michael Sweet has written a thorough and comprehensive guide for any composer or audio professional wishing to understand the technical and creative aspects of scoring video games. Students and professionals at all levels will find this book valuable and well worth reading. Garry Schyman, Composer, Bioshock series, Middle-earth: Shadow of Mordor, Dantes Inferno, and Xcom: The Bureau Declassified; and Adjunct Professor, USCs SMPTV ProgramAbout the AuthorMichael Sweet leads development of the game scoring curriculum at Berklee College of Music. Over two decades, he has been audio director on more than one hundred video games including the Xbox 360 logo and award-winning video games from Cartoon Network, Sesame Workshop, Shockwave, RealArcade, Lego, and Microsoft. He has won the Independent Games Festivals Best Audio Award and the BDA Promax Gold Award for Best Sound Design, and has been nominated for four Game Audio Network Guild (GANG) awards.