The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, and Game Developers

By Aaron Marks

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This comprehensive guide gives readers with basic music compositional skills the information they need to become commercially viable artisans. In addition to providing a foundation of prerequisite technical skills, including basic audio considerations and sound file formats, the book teaches the business skills needed to work successfully as an audio technician in the game development business. How-to features take the reader step-by-step, from purchasing the right equipment, understanding the various game platforms, and composing music and creating sound effects specifically for games, to the ins and outs of marketing, producing demo reels, determining fees, bidding projects, and negotiating contracts.

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Editorial Review

Review
"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 Brickley*

I actually had tears in my eyes a couple of times, I think this book is what I needed." -- - *Adam DiTroia*

About the Author
Music had always been a part of Aaron Marks' life. But it wasn't until 1995, when his overgrown hobby became On Your Mark Music Productions, that he began selling it to the world. He started with the local radio and television scene, composing jingles and scoring public service announcements. With his sights set firmly on Hollywood, he bumped into the games industry. Ever since that fated redirect, he has been cranking out music and sound effects for games. His credits include a PlayStation 2 game, five CD-ROM game projects, 56 on-line casino games, a dozen touch-screen arcade games, and numerous multimedia projects. As an occasional diversion, Aaron sidelines as a writer for Game Developer magazine, Gamasutra.com, and Music4Games.net.

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