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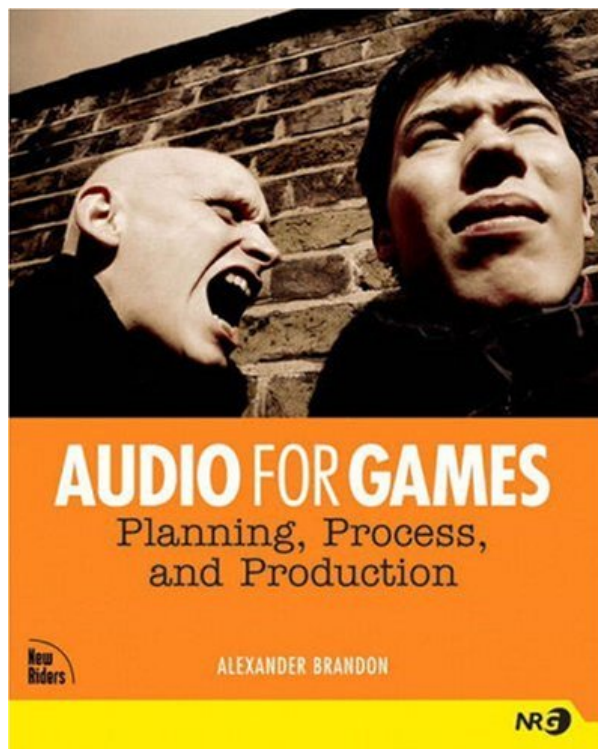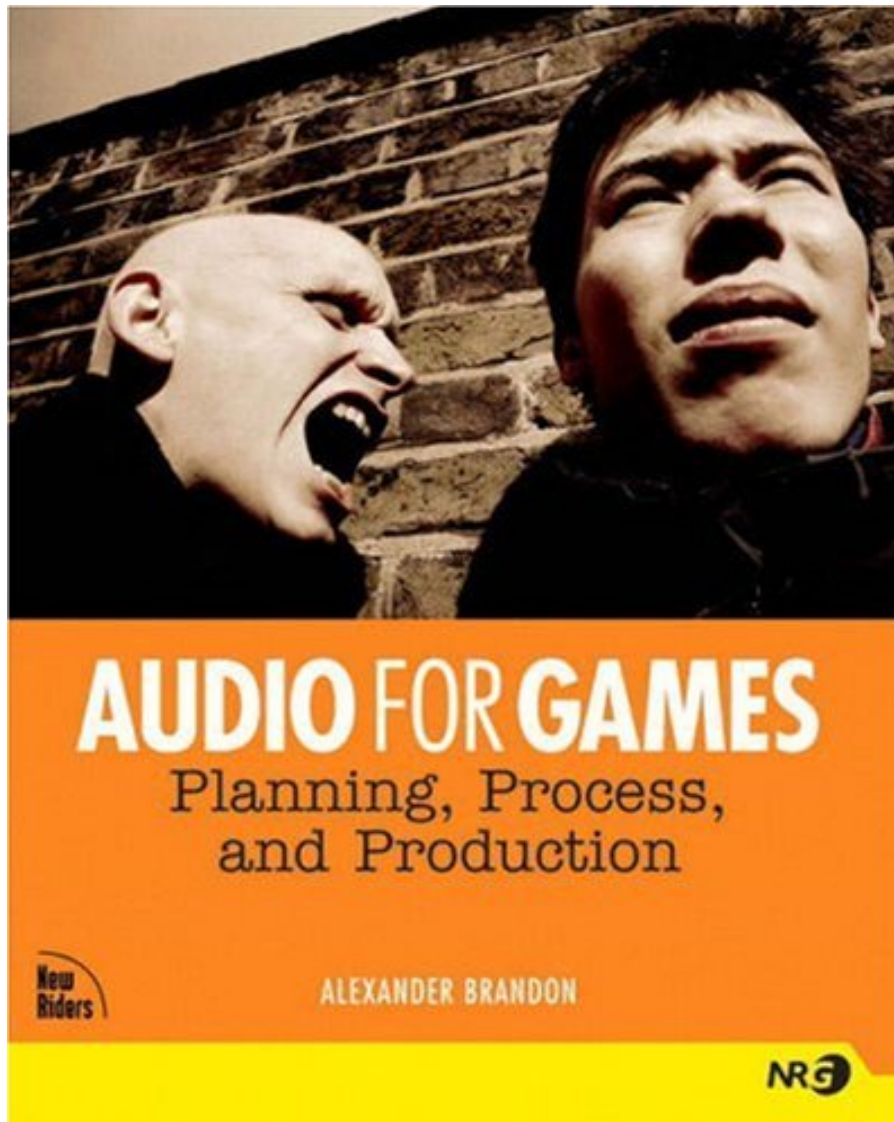
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Tired of video games in which the sound lags far behind the rest of the user's experience? If so, and if you're ready to do better, you need this forward-looking volume! In these pages, sound artist extraordinaire Alexander Brandon provides a broad-ranging exploration of how game audio is created today and how it should be done in the future in order to create groundbreaking audio. After providing a map of the audio development process in Chapter 1, Alexander discusses the basic preproduction, workflow, production, post-production, and technology issues audio designers must address today. Then, after a post-mortem analysis of the audio development process for a game that's currently on the market, Alexander takes a good, hard look at the heights to which video-game audio can be taken in chapters on ideal workflow, technology, and production. Throughout, the focus is on the practical advice you need to create better (and better!) sound!

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4 of 4 people found the following review helpful.
excellent book
By C. Bengtson
It's a shame this is out of print now...
This has the most specific information on getting organized in a real development environment and is the only book of it's kind with this type of information. I have several other books on Audio development for games and none of them address the project management aspect that this one does. Grab a used copy if you can.

2 of 3 people found the following review helpful.
Audio for Games: Planning Process, and Production
By Jeff Kinder
This is a very good book for sound designers and composers who want to peek inside game development and take a look around. It demystifies audio development by showing the behind the scenes thought processes. It maps out the planning, process and production methods - just as the title indicates - without going too deeply into any one area. It's a look inside those hallowed halls... I recommend it.

3 of 3 people found the following review helpful.

Absolutely Indispensable

By N. Chambers

This book, along with Aaron Marks' book, form the two best combo books I'd read to learn about game audio. I really like this one, as I feel the writing is concise and effective. A lot of it covers the management, communication, and implementation process, which I feel most other books would skip over. I cannot stress how important those aspects are, equally important to the technical aspects of audio for games.

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