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Titolo	Sound and Music for Games [[electronic resource]] : The Basics of Digital Audio for Video Games / / by Robert Ciesla
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2022
ISBN	1-4842-8661-8
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (289 pages)
Disciplina	781.54
Soggetti	Video games - Sound effects Video game music - Writing and publishing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Bits, Sample Rates, and Other Fundamentals of Digital Audio -- Chapter 2: Current Generation Audio Hardware -- Chapter 3: Common Digital Audio Workstations -- Chapter 4: Manipulating the Spectrum - Audio Effects -- Chapter 5: Voiceover Work: Hardware and Techniques -- Chapter 6: MIDI and Composing in the Digital Age -- Chapter 7: Introducing MIDI 2.0 -- Chapter 8: The Allure of Chiptunes -- Chapter 9: Popular Audio Solutions for Video Games -- Chapter 10: Selling and Licensing.
Sommario/riassunto	Grasp the fundamentals of digital audio work in the context of video games, including the basics of middleware such as Fmod and Wwise. We will review software such as Apple's Logic and Garageband, Paul Davis's Ardour, and many other popular digital audio workstations. We will start with an introduction to the basic terminology of digital audio work while also getting acquainted with current generation audio hardware. We will then discuss the basics of the venerable Musical Instrument Digital Interface (MIDI) and how it relates to music composition as well as the tools and techniques for writing tracker music/chiptunes. The book also covers plug-in software, soundproofing at home, and voice work. The book takes a practical approach while tackling both hardware and software components used in cutting edge audio engineering, composition, and audio monitoring. What You Will Learn • Understand the fundamentals of digital audio production in the context of video games • Learn about audio

integration with popular middleware solutions and APIs • Leverage plugin effects software to sculpt your audio to professional levels • Identify modern audio file formats and how and when to use them • Learn best practices when mixing sound effects and music for video games.
