

Composing Music for Games The Art Technology and Business of Video Game Scoring



BOOK DETAILS

- Author : Chance Thomas
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BOOK SYNOPSIS

Composing Music for Games is a guidebook for launching and maintaining a successful career as a video game composer. It offers a pragmatic approach to learning, intensified through challenging project assignments and simulations. Author Chance Thomas begins with the foundation of scoring principles applicable to all media, and then progresses serially through core methodologies specific to video game music. This book offers a powerful blend of aesthetic, technique, technology and business, which are all necessary components for a successful career as a video game composer.

COMPOSING MUSIC FOR GAMES THE ART TECHNOLOGY AND BUSINESS OF VIDEO GAME SCORING

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