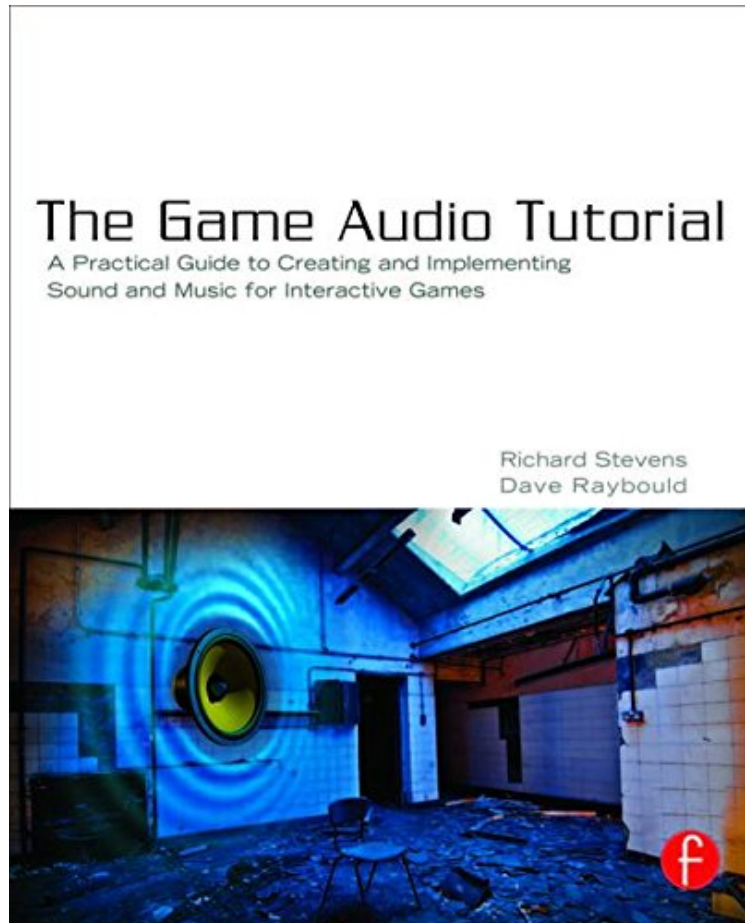


The Game Audio Tutorial: A Practical Guide to Sound and Music for Interactive Games

Richard Stevens, Dave Raybould
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Richard Stevens, Dave Raybould : The Game Audio Tutorial: A Practical Guide to Sound and Music for Interactive Games before purchasing it in order to gage whether or not it would be worth my time, and all praised The Game Audio Tutorial: A Practical Guide to Sound and Music for Interactive Games:

1 of 1 people found the following review helpful. This text is worthless!By Dr. Richard C. PfenningerThis book should be good but the website has not been updated in almost four years. As far as I can tell you can no longer download the free version of the Unreal Development Kit, which the book is based on! I emailed the authors using the link on the text's site and my email was returned stating that their box was full and that my email could not be delivered. The light is on and no one is home! I now have a \$56 paperweight! PLEASE save your money! If I could give it zero stars I would!0 of 0 people found the following review helpful. Great!By Tyrel BoehmA great product for anyone interested in video game audio and especially the Unreal Development Kit. Be forewarned though that the UDK is an ever evolving engine so some of the tools and topics used have changed or are outdated. The online

resources are an excellent as well. 0 of 0 people found the following review helpful. Adopted As Text for College Course By Arlen L. This book is so good at step-by-step explanation and exercises that I've adopted it as the text for my Audio for Video Games course at UVU. Recommended.

Design and implement video game sound from beginning to end with this hands-on course in game audio. Music and sound effects speak to players on a deep level, and this book will show you how to design and implement powerful, interactive sound that measurably improves gameplay. If you are a sound designer or composer and want to do more than just create audio elements and hand them over to someone else for insertion into the game, this book is for you. You'll understand the game development process and implement vital audio experiences-not just create music loops or one-off sound effects. The Game Audio Tutorial isn't just a book-you also get a powerful website (www.thegameaudiotutorial.com), which includes:

If you want to learn about game audio implementation, this is the book for you! Stevens and Raybould have written a thorough practical, hands-on guide to sound and music implementation in games and, by doing so, present the reader with an excellent introduction to the concepts of interactive game sound. Speckled with humour and written in an accessible style, this book is sure to find a home in many classrooms and homes of aspiring sound designers, composers and audio programmers.-Karen Collins, Canada Research Chair in Interactive Audio, University of Waterloo, author of *Game Sound* (MIT Press) From the Back Cover Better use of audio makes for a better game. Whether you're a sound designer, composer, or game designer, you are responsible for the audio experience. Go beyond one-shot sound effects or music loops and embrace the future of interactive sound with this practical course in game audio, complete with a powerful companion website. The Game Audio Tutorial provides you with a unique tutorial game level built with the Unreal Development Kit, available only at www.thegameaudio.com. Each section of the text links to an area of the game level, which allows you to experience the principles in action before you applying them yourself with more than fifty practical exercises. The Game Audio Tutorial website (www.thegameaudiotutorial.com) also offers: A free sound library with hundreds of FX to get you started An up-to-date online bibliography with links to the latest articles and discussions Over twenty tutorial videos to talk you through key techniques step by step