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WRITING INTERACTIVE MUSIC FOR VIDEO GAMES: A COMPOSER S GUIDE (PAPERBACK)



Pearson Education (US), United States, 2014. Paperback. Condition: New. Language: English . Brand New Book. This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition. -Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios All You Need to Know to Create Great Video Game Music Written by the developer of Berklee School of Music s pioneering game scoring program, this guide covers everything professional composers and music...

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- Authored by Michael Sweet
- Released at 2014



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