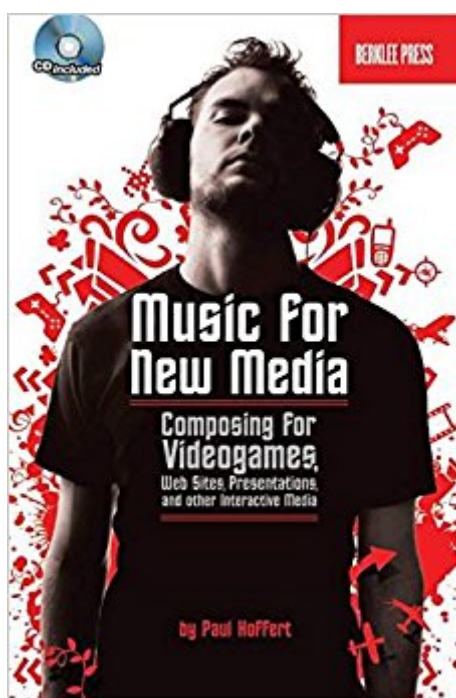The book was found

Music For New Media: Composing For Videogames, Web Sites, Presentations And Other Interactive Media

Synopsis

(Berklee Guide). Videogames, web sites, and other new media are creating more opportunities for contemporary music writers than have ever existed before. In this book, you will learn to write effectively for these new forms, mastering the devices, sounds, and techniques for supporting stories and responding to user actions. It details the technical and dramatic requirements necessary for each type of new media. In engaging language, illustrated by countless real-world examples and practical workshops, writers at all levels will find ways to create music for new markets, and find new opportunities for creative expression. Guided hands-on projects will help you create music in all these forms. A CD of examples and practice files illustrates all concepts and lets you practice the techniques. Readers will learn to: * Score videogames, developing music for different characters, addressing the standard types of scenes and cues, and the formats required by game publishers * Develop music for web sites, including HTML and Flash code * Use sound technologies within mobile devices to create distinctive ringtones and other sounds * Create demos and portfolios for getting clients.

Book Information

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Average Customer Review: 4.1 out of 5 stars   6 customer reviews

Best Sellers Rank: #689,899 in Books (See Top 100 in Books)   #108 inÃ Â Books > Arts & Photography > Music > Theory, Composition & Performance > MIDI, Mixers, etc.   #241 inÃ Â Books > Arts & Photography > Music > Theory, Composition & Performance > Songwriting #400 inÃ Â Books > Arts & Photography > Music > Business

Customer Reviews

This is fundamentally a text book devoted to praxis, not a critical or aesthetic book in any way. As such, it is written for the fledgling New Media composer, who may very well also be a fledgling composer and/or musician as well. The book introduces concepts and practices that will be beyond second nature to composers and musicians with even moderate experience. However, those

composers and musicians who are new to New Media production will still find value in this book, as it steps the user through the specific formats and ideas applicable to New Media, the end result being a decent portfolio of samples of all types of music and cues. Be warned that the writing is exceedingly simplistic and dull, and that the musical examples the author provides are underwhelming.

Good book!

I like books like this."Music for New Medis" is simple, easy for understanding ...outstanding in presentation knowledge...so I love books like this one :)

Well organized, material.Very useful book. I would recommend strongly.

When I purchased this book, I was expecting to get relevant information about producing adaptive audio. Although it offers some tips and insights for novices, it lacks the "real thing" about sound design issues for non-linear media. For example, a crucial topic such as GAME MUSIC AUTHORING is less than two pages long. The author hasn't even mentioned some Middleware solutions developed for smoothing the audio production workflow between composers and programmers.

This book is a wonderful, easy-to-read book that takes something that I thought was going to be complicated and make it simple. I had music of my own and wanted to make it available on the web and this book showed me how! It was so easy and the CD that comes along with the book has some wonderful examples! The table of contents is also a huge help if you need a quick answer...that will break the book down so you can find your answer quickly!

Music for New Media: Composing for Videogames, Web Sites, Presentations and Other Interactive Media Accessing the Deep Web & Dark Web with Tor: How to Set Up Tor, Stay Anonymous Online, Avoid NSA Spying & Access the Deep Web & Dark Web Managing Interactive Media Projects (Graphic Design/Interactive Media) Music Outside the Lines: Ideas for Composing in K-12 Music Classrooms Social Media: Master Social Media Marketing - Facebook, Twitter, Youtube & Instagram (Social Media, Social Media Marketing, Facebook, Twitter, Youtube, Instagram, Pinterest) Advancing Media Production Research: Shifting Sites, Methods, and Politics (Global

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