

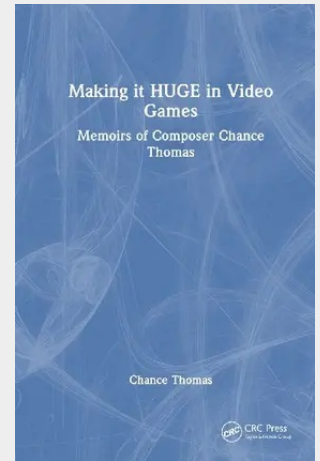
Thomas

Making it HUGE in Video Games

Memoirs of Composer Chance Thomas

Making it HUGE in Video Games recounts the astonishing journey of an unassuming, middle-of-the-bell-curve young man, rising from mundane beginnings to scale the dizzying heights of artistic distinction and financial success in the worldwide video game industry. This is the story of Chance Thomas, a moderately talented musician who struggled and grew to compose original scores for some of the most well-known entertainment properties in the world. Detailed personal accounts and instructive side bars carry readers across the jagged peaks and valleys of an absolutely achievable career in video games. World-famous IP's get personal treatment here – The Lord of the Rings, Marvel, Avatar, Dungeons & Dragons, Warhammer, DOTA 2, King Kong, The Settlers, and many more. Readers will discover unvarnished true stories about starting out, pitching and pursuing gigs, negotiating contracts, composing and producing scores, multinational corporations and personalities, funny anecdotes, daunting challenges, glorious successes, and instructive failures. Autobiographical details throughout provide intimate perspective, vibrant color, and inspiration. The book is written in a comfortable, conversational style. Think of this as a career guidebook wrapped around a personal retrospective; a professional how-to manual woven into a memoir.

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147,80 €

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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781032058146

Medium: Buch

ISBN: 978-1-032-05814-6

Verlag: CRC Press

Erscheinungstermin: 24.10.2023

Sprache(n): Englisch

Auflage: 1. Auflage 2023

Produktform: Gebunden

Gewicht: 675 g

Seiten: 338

Format (B x H): 161 x 240 mm

