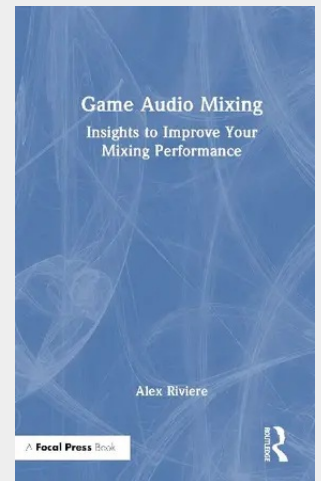


Game Audio Mixing

Insights to Improve Your Mixing Performance

Game Audio Mixing offers a holistic view of the mixing process for games, from philosophical and psychological considerations to the artistic considerations and technical processes behind acoustic rendering, interactive mixing, mastering, and much more. This book includes a comprehensive overview of many game audio mixing techniques, processes, and workflows, with advice from audio directors and sound supervisors. Through a series of accessible insights and interviews, the reader is guided through cutting-edge tips and tricks to equip them to improve their own mixing practice. As well as covering how to plan and create a mix that is clear, focused, and highly interactive, this book provides information about typical mixing tools and techniques, such as dealing with bus structure, frequency spectrum, effects, dynamic, volume, 2D and 3D spaces, and automations. Key information about how to deal with a large number of sounds and their prioritization in the mix is also included, from high-level mixing visions to in-depth designs with sound categorizations at the core. Game Audio Mixing is essential reading for all game audio professionals, including those new to the industry, as well as experienced professionals working on AAA and indie titles, in addition to aspiring professionals and hobbyists.

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